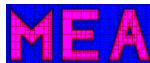


Eulerian and Lagrangian Approaches for Filtering and Smoothing

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ENSTA Bretagne, LabSTICC
9 octobre 2017 à Nancy



Lagrangian approach

Contractors

The operator $\mathcal{C} : \mathbb{R}^n \rightarrow \mathbb{R}^n$ is a *contractor* [4] for the equation $f(\mathbf{x}) = 0$, if

$$\begin{cases} \mathcal{C}([\mathbf{x}]) \subset [\mathbf{x}] & \text{(contractance)} \\ \mathbf{x} \in [\mathbf{x}] \text{ and } f(\mathbf{x}) = 0 \Rightarrow \mathbf{x} \in \mathcal{C}([\mathbf{x}]) & \text{(consistence)} \end{cases}$$

Building contractors

Consider the primitive equation

$$x_1 + x_2 = x_3$$

with $x_1 \in [x_1]$, $x_2 \in [x_2]$, $x_3 \in [x_3]$.

We have

$$x_3 = x_1 + x_2 \Rightarrow x_3 \in [x_3] \cap ([x_1] + [x_2])$$

$$x_1 = x_3 - x_2 \Rightarrow x_1 \in [x_1] \cap ([x_3] - [x_2])$$

$$x_2 = x_3 - x_1 \Rightarrow x_2 \in [x_2] \cap ([x_3] - [x_1])$$

The contractor associated with $x_1 + x_2 = x_3$ is thus

$$\mathcal{C} \left(\begin{pmatrix} [x_1] \\ [x_2] \\ [x_3] \end{pmatrix} \right) = \begin{pmatrix} [x_1] \cap ([x_3] - [x_2]) \\ [x_2] \cap ([x_3] - [x_1]) \\ [x_3] \cap ([x_1] + [x_2]) \end{pmatrix}$$

Tubes

A trajectory is a function $\mathbf{f} : \mathbb{R} \rightarrow \mathbb{R}^n$. For instance

$$\mathbf{f}(t) = \begin{pmatrix} \cos t \\ \sin t \end{pmatrix}$$

is a trajectory.

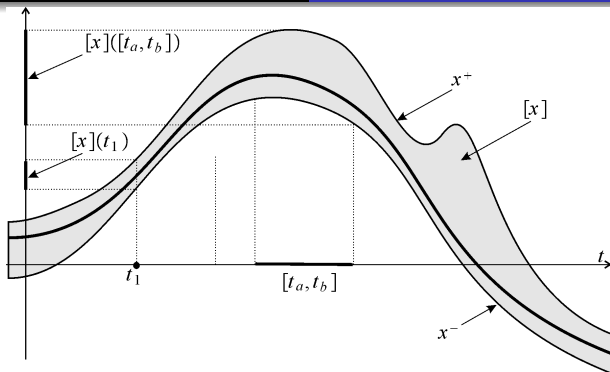
Order relation

$$\mathbf{f} \leq \mathbf{g} \Leftrightarrow \forall t, \forall i, f_i(t) \leq g_i(t).$$

We have

$$\mathbf{h} = \mathbf{f} \wedge \mathbf{g} \Leftrightarrow \forall t, \forall i, h_i(t) = \min(f_i(t), g_i(t)),$$

$$\mathbf{h} = \mathbf{f} \vee \mathbf{g} \Leftrightarrow \forall t, \forall i, h_i(t) = \max(f_i(t), g_i(t)).$$



The set of trajectories is a lattice. Interval of trajectories (tubes) can be defined.

Example.

$$[\mathbf{f}](t) = \begin{pmatrix} \cos t + [0, t^2] \\ \sin t + [-1, 1] \end{pmatrix}$$

is an interval trajectory (or tube).

Tube arithmetics

If $[x]$ and $[y]$ are two scalar tubes $[1]$, we have

$$[z] = [x] + [y] \Rightarrow [z](t) = [x](t) + [y](t) \quad (\text{sum})$$

$$[z] = \text{shift}_a([x]) \Rightarrow [z](t) = [x](t + a) \quad (\text{shift})$$

$$[z] = [x] \circ [y] \Rightarrow [z](t) = [x]([y](t)) \quad (\text{composition})$$

$$[z] = \int [x] \Rightarrow [z](t) = \left[\int_0^t x^-(\tau) d\tau, \int_0^t x^+(\tau) d\tau \right] \quad (\text{integral})$$

Tube Contractors

Tube arithmetic allows us to build contractors [3] [5].

Consider for instance the differential constraint

$$\begin{aligned}\dot{x}(t) &= x(t+1) \cdot u(t), \\ x(t) &\in [x](t), \dot{x}(t) \in [\dot{x}](t), u(t) \in [u](t)\end{aligned}$$

We decompose as follows

$$\begin{cases} x(t) &= x(0) + \int_0^t y(\tau) d\tau \\ y(t) &= a(t) \cdot u(t). \\ a(t) &= x(t+1) \end{cases}$$

Possible contractors are

$$\left\{ \begin{array}{lcl} [x](t) & = & [x](t) \cap ([x](0) + \int_0^t [y](\tau) d\tau) \\ [y](t) & = & [y](t) \cap [a](t) \cdot [u](t) \\ [u](t) & = & [u](t) \cap \frac{[y](t)}{[a](t)} \\ [a](t) & = & [a](t) \cap \frac{[y](t)}{[u](t)} \\ [a](t) & = & [a](t) \cap [x](t+1) \\ [x](t) & = & [x](t) \cap [a](t-1) \end{array} \right.$$

Example. Consider $x(t) \in [x](t)$ with the constraint

$$\forall t, x(t) = x(t+1)$$

Contract the tube $[x](t)$.

We first decompose into primitive trajectory constraints

$$x(t) = a(t+1)$$

$$x(t) = a(t).$$

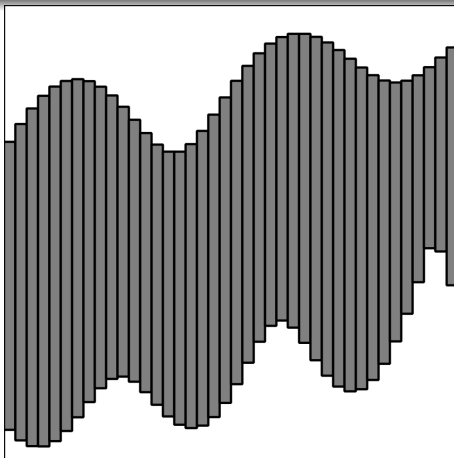
Contractors

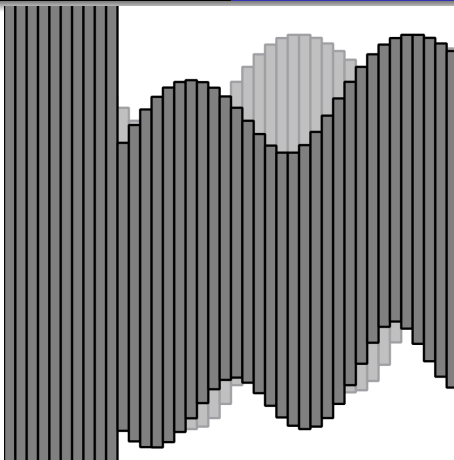
$$[x](t) : = [x](t) \cap [a](t+1)$$

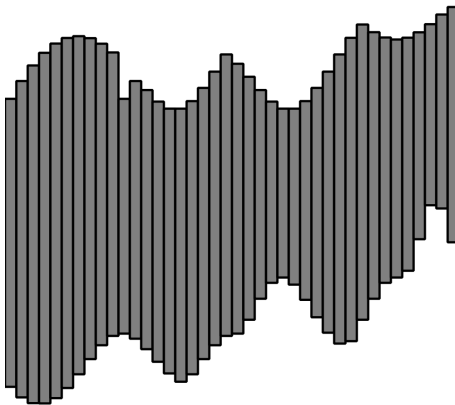
$$[a](t) : = [a](t) \cap [x](t-1)$$

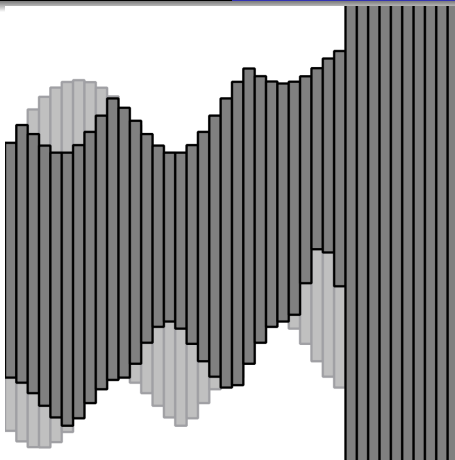
$$[x](t) : = [x](t) \cap [a](t)$$

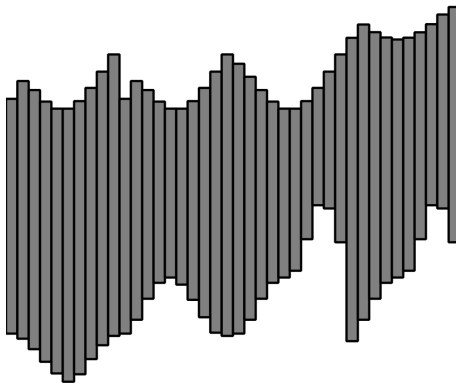
$$[a](t) : = [a](t) \cap [x](t)$$

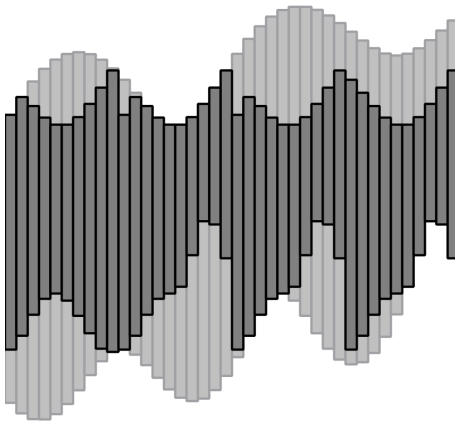


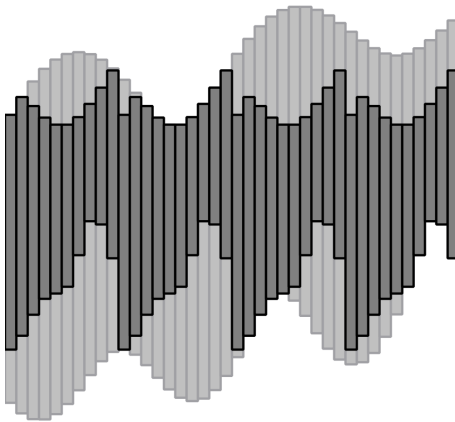















1.0

Search docs

Tubes: basics

Definition
Arithmetics on tubes
Integrals of tubes
Set-inversion
Contractors for tubes
Implementation

Installing the Tubex library
How to handle tubes with Tubex
Graphical tools
Examples

The following can be extracted from the paper: [Semi-incremental computation of robust trajectories](#)

Definition

A tube $[x](\cdot)$ is defined as an envelope enclosing an uncertain trajectory $x(\cdot) : \mathbb{R} \rightarrow \mathbb{R}^n$. It is built as an interval of two functions $[x^-(\cdot), x^+(\cdot)]$ such that $\forall t, x^-(t) \leq x^+(t)$. A trajectory $x(\cdot)$ belongs to the tube $[x](\cdot)$ if $\forall t, x(t) \in [x](t)$. Fig. 1 illustrates a tube implemented with a set of boxes. This sliced implementation is detailed hereinafter.

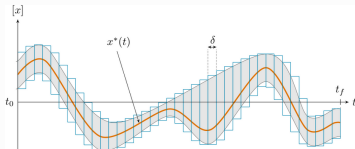


Fig. 1 A tube $[x](\cdot)$ represented by a set of slices. This representation can be used to enclose signals such as $x^*(\cdot)$.

Code example:

```
float timestep = 0.1;
Interval domain(0, 10);
Tube x(domain, timestep, Function("t", "(t-5)*2 + [+0.5, 0.5]*"));
```

<http://www.simon-rohou.fr/research/tubex-lib/> [8]

Time-space estimation

Classical state estimation

$$\begin{cases} \dot{\mathbf{x}}(t) &= \mathbf{f}(\mathbf{x}(t), \mathbf{u}(t)) & t \in \mathbb{R} \\ \mathbf{0} &= \mathbf{g}(\mathbf{x}(t), t) & t \in \mathbb{T} \subset \mathbb{R}. \end{cases}$$

Space constraint $\mathbf{g}(\mathbf{x}(t), t) = 0$.

Example.

$$\left\{ \begin{array}{l} \dot{x}_1 = x_3 \cos x_4 \\ \dot{x}_2 = x_3 \sin x_4 \\ \dot{x}_3 = u_1 \\ \dot{x}_4 = u_2 \\ (x_1(5) - 1)^2 + (x_2(5) - 2)^2 - 4 = 0 \\ (x_1(7) - 1)^2 + (x_2(7) - 2)^2 - 9 = 0 \end{array} \right.$$

With time-space constraints

$$\begin{cases} \dot{\mathbf{x}}(t) &= \mathbf{f}(\mathbf{x}(t), \mathbf{u}(t)) & t \in \mathbb{R} \\ \mathbf{0} &= \mathbf{g}(\mathbf{x}(t), \mathbf{x}(t'), t, t') & (t, t') \in \mathbb{T} \subset \mathbb{R} \times \mathbb{R}. \end{cases}$$

Example. An ultrasonic underwater robot with state

$$\mathbf{x} = (x_1, x_2, \dots) = (x, y, \theta, v, \dots)$$

At time t the robot emits an omnidirectional sound. At time t' it receives it

$$\left(x_1 - x'_1\right)^2 + \left(x_2 - x'_2\right)^2 - c(t - t')^2 = 0.$$

Mass spring problem

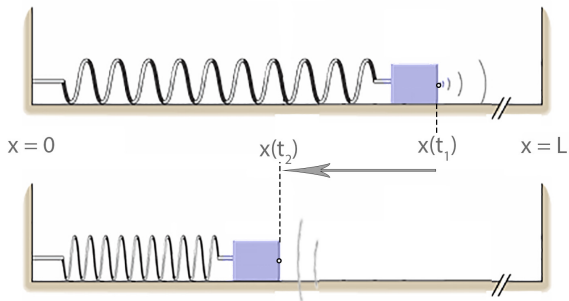
The mass spring satisfies

$$\ddot{x} + \dot{x} + x - x^3 = 0$$

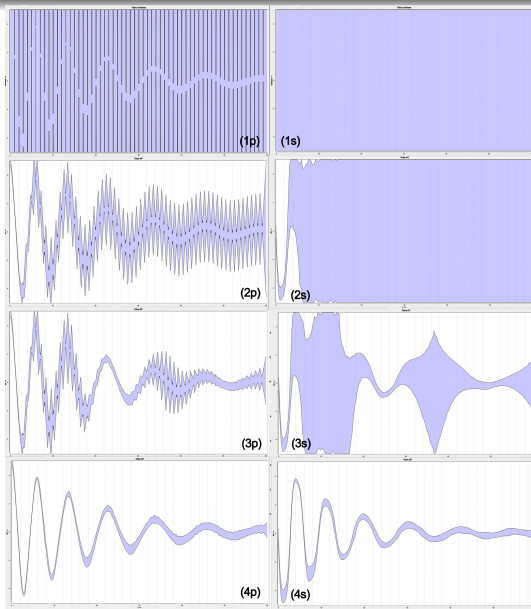
i.e.

$$\begin{cases} \dot{x}_1 &= x_2 \\ \dot{x}_2 &= -x_2 - x_1 + x_1^3 \end{cases}$$

The initial state is unknown.



$$\begin{cases} \dot{x}_1 = x_2 \\ \dot{x}_2 = -x_2 - x_1 + x_1^3 \\ L - x_1(t_1) + L - x_1(t_2) = c(t_2 - t_1). \end{cases}$$



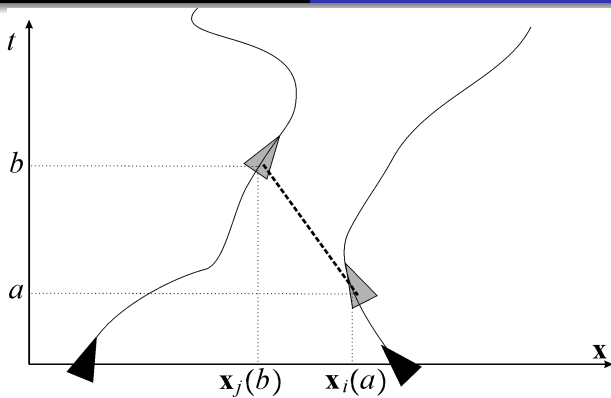
Swarm localization

Consider n robots $\mathcal{R}_1, \dots, \mathcal{R}_n$ described by

$$\dot{\mathbf{x}}_i = \mathbf{f}(\mathbf{x}_i, \mathbf{u}_i), \mathbf{u}_i \in [\mathbf{u}_i].$$

Omnidirectional sounds are emitted and received.

A *ping* is a 4-uple (a, b, i, j) where a is the emission time, b is the reception time, i is the emitting robot and j the receiver.



With the time space constraint

$$\dot{\mathbf{x}}_i = \mathbf{f}(\mathbf{x}_i, \mathbf{u}_i), \mathbf{u}_i \in [\mathbf{u}_i].$$
$$g(\mathbf{x}_{i(k)}(a(k)), \mathbf{x}_{j(k)}(b(k)), a(k), b(k)) = 0$$

where

$$g(\mathbf{x}_i, \mathbf{x}_j, a, b) = \|\mathbf{x}_1 - \mathbf{x}_2\| - c(b - a).$$

Clocks are uncertain. We only have measurements $\tilde{a}(k), \tilde{b}(k)$ of $a(k), b(k)$ thanks to clocks h_i . Thus

$$\dot{\mathbf{x}}_i = \mathbf{f}(\mathbf{x}_i, \mathbf{u}_i), \mathbf{u}_i \in [\mathbf{u}_i].$$

$$g(\mathbf{x}_{i(k)}(a(k)), \mathbf{x}_{j(k)}(b(k)), a(k), b(k)) = 0$$

$$\tilde{a}(k) = h_{i(k)}(a(k))$$

$$\tilde{b}(k) = h_{j(k)}(b(k))$$

The drift of the clocks is bounded

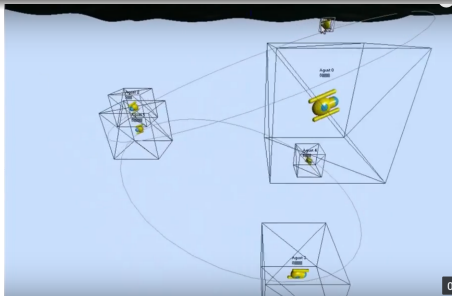
$$\dot{\mathbf{x}}_i = \mathbf{f}(\mathbf{x}_i, \mathbf{u}_i), \mathbf{u}_i \in [\mathbf{u}_i].$$

$$g(\mathbf{x}_{i(k)}(a(k)), \mathbf{x}_{j(k)}(b(k)), a(k), b(k)) = 0$$

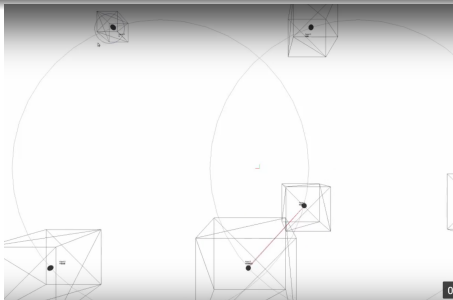
$$\tilde{a}(k) = h_{i(k)}(a(k))$$

$$\tilde{b}(k) = h_{j(k)}(b(k))$$

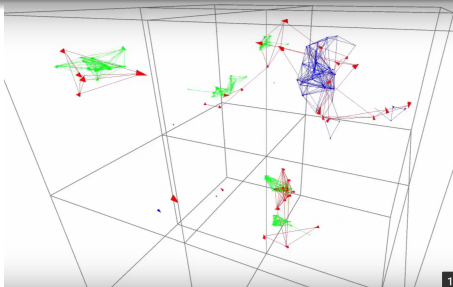
$$\dot{h}_i = 1 + n_h, \quad n_h \in [n_h]$$



<https://youtu.be/j-ERcoXF1Ks> [2]

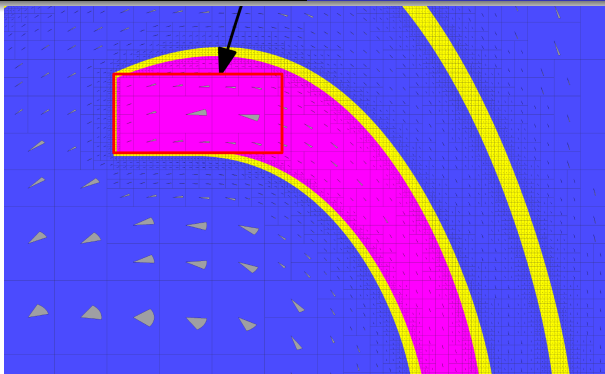


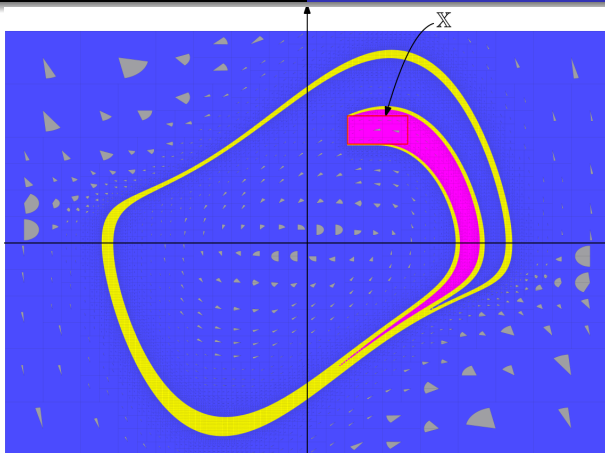
<https://youtu.be/jr8xKle0Nds>



<https://youtu.be/GycJxGFvYE8>

Eulerian approach





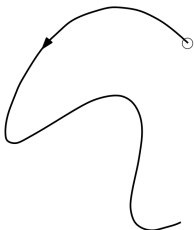
Maze

An *interval* is a *domain* which encloses a real number.

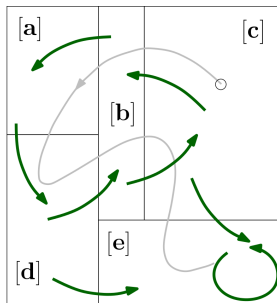
A *polygon* is a *domain* which encloses a vector of \mathbb{R}^n .

A *maze* is a *domain* which encloses a path. [7]

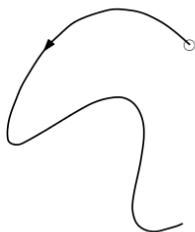
A maze is a set of paths.



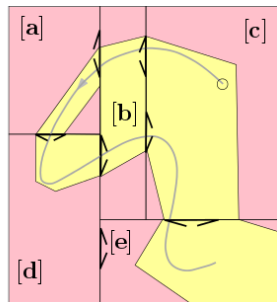
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Mazes can be made more accurate:



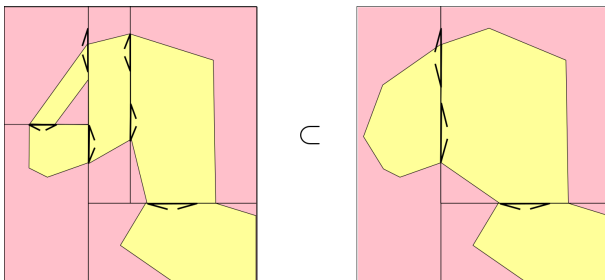
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Here, a **maze** \mathcal{L} is composed of $[7][6]$.

- A paving \mathcal{P}
- Doors between adjacent boxes

The set of mazes forms a lattice with respect to \subset .



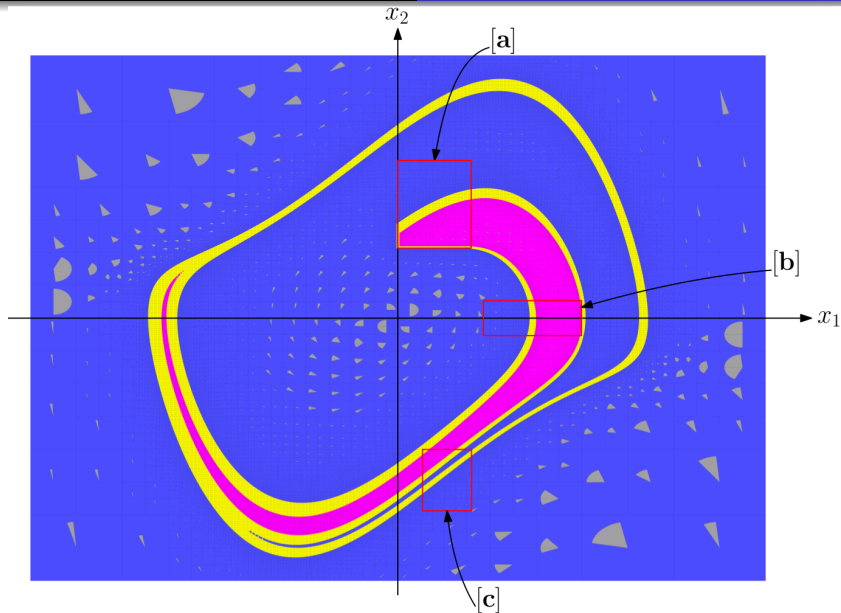
Eulerian smoother

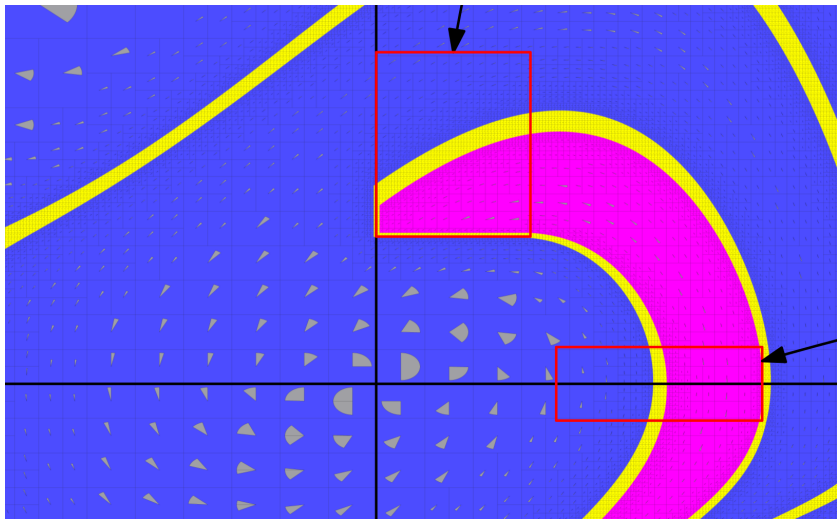
Example. Take the Van der Pol system with

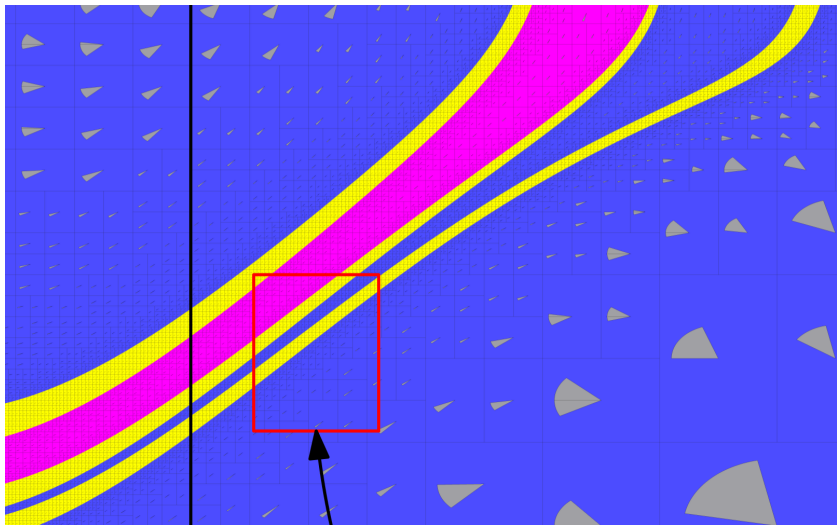
$$\mathbb{X}_0 = [\mathbf{a}] = [0, 0.6] \times [0.8, 1.8]$$

$$\mathbb{X}_1 = [\mathbf{b}] = [0.7, 1.5] \times [-0.2, 0.2]$$

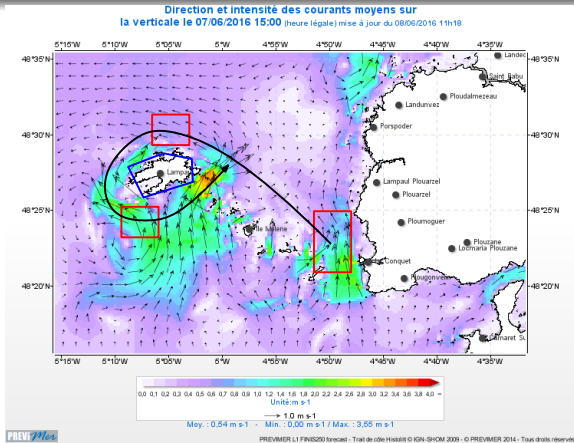
$$\mathbb{X}_2 = [\mathbf{c}] = [0.2, 0.6] \times [-2.2, -1.5]$$












An application of Eulerian state estimation moving taking advantage of ocean currents.



Visiting the three red boxes using a buoy that follows the currents
is an Eulerian state estimation problem

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