

# Learning to be Smooth: An End-to-End Differentiable Particle Smoother

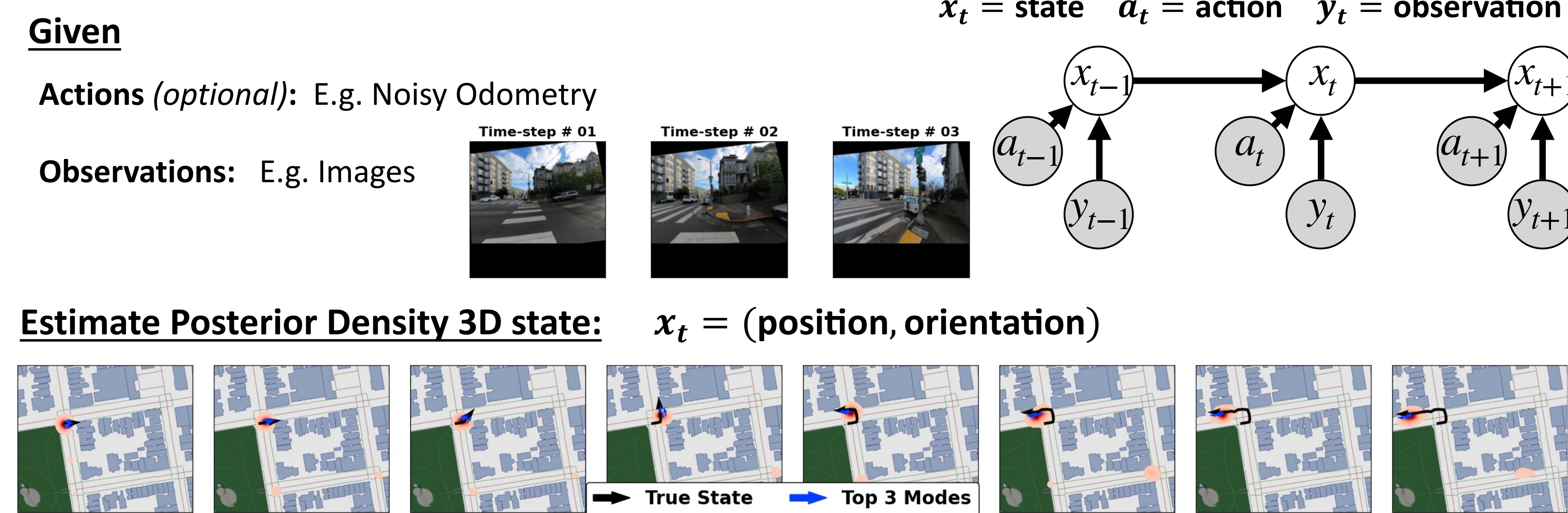
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## 1. Introduction

**New discriminative learnable particle smoother method: Mixture Density Particle Smoother**



## 2. Mixture Density Particle Filter (MDPF)

**Step 0: Initialize Particle Set**

$$\{x_1^{(1)}, \dots, x_1^{(N)}\} \quad \{w_1^{(1)}, \dots, w_1^{(N)}\}$$

(particles)                      (weights)

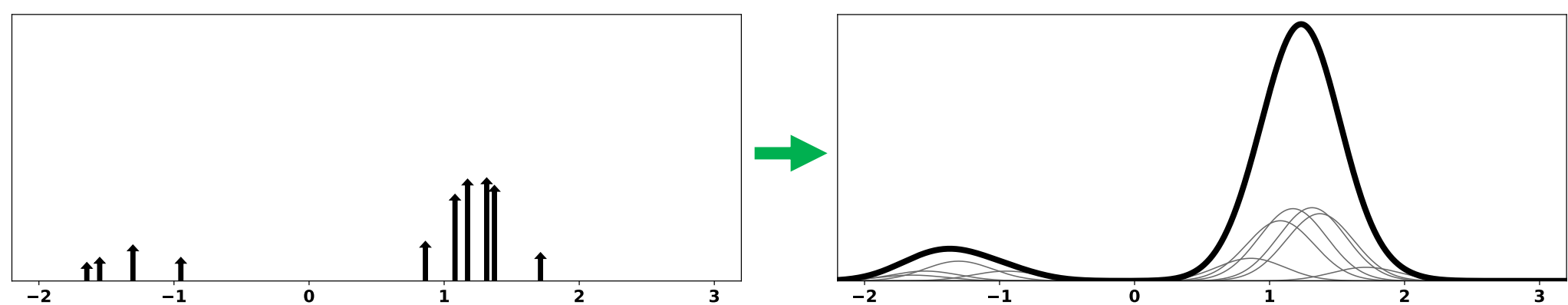
**Step 1: (Differentiable) Particle Resampling**

$$m(x|\phi) = \sum_{j=1}^N w_t^{(j)} \cdot K(x; x_t^{(j)}, \beta) \quad \tilde{x}_t^{(i)} \sim m(x|\phi)$$

$$\phi = \{x_t^{(i)}, w_t^{(i)}, \beta\}$$

$$\tilde{w}_t^{(i)} = \frac{m(\tilde{x}_t^{(i)}|\phi_0)}{m(\tilde{x}_t^{(i)}|\phi_t)} \quad \nabla_{\phi} m(\tilde{x}_t^{(i)}|\phi_0) \Big|_{\phi_0=\phi}$$

$K(\cdot)$  := Kernel function    $\beta$  := Learned Bandwidth



**Step 2: Particle Proposal (Noisy Dynamics)**

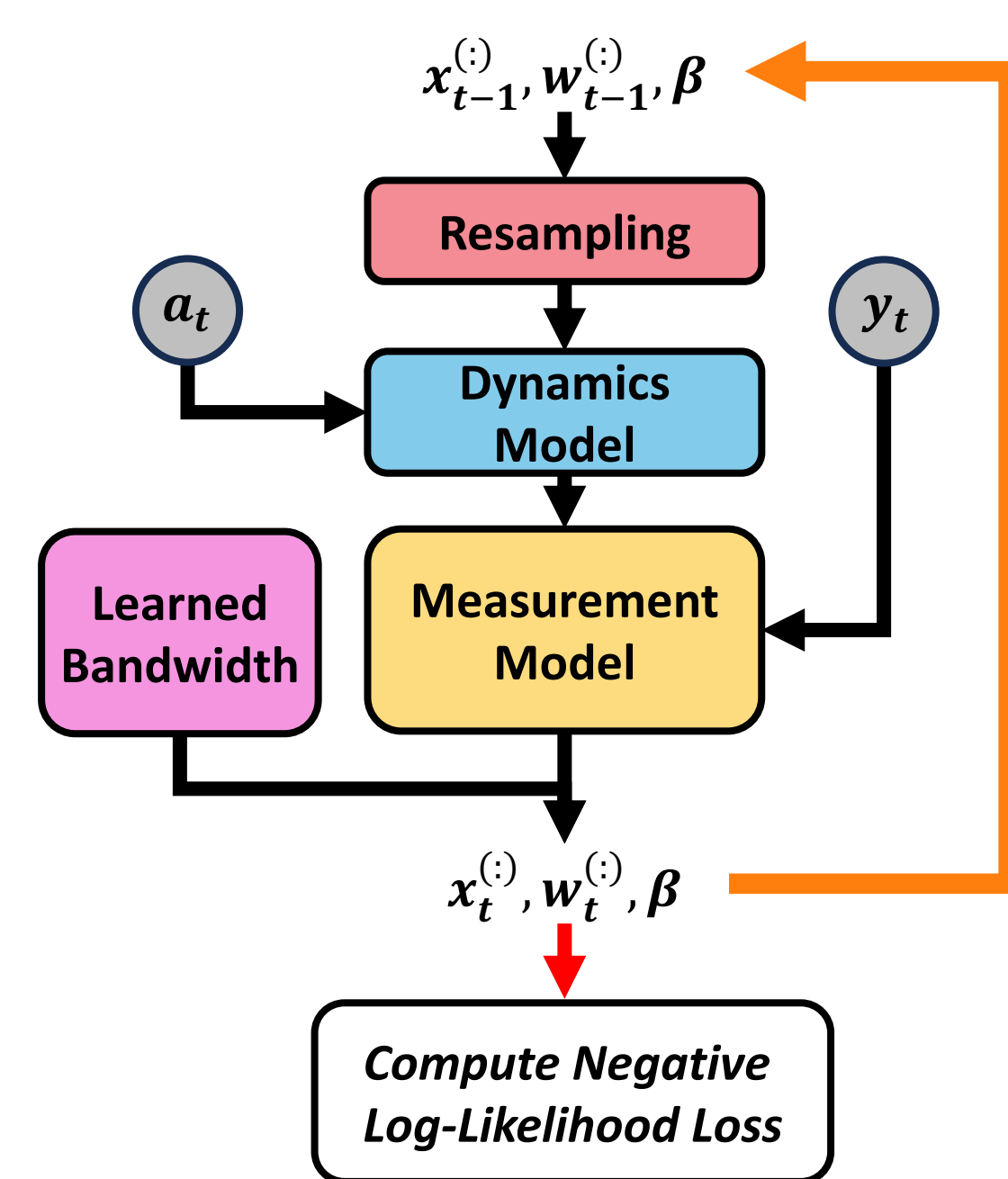
$$x_t^{(i)} \sim f(x_t|x_{t-1} = x_{t-1}^{(i)}, a_t, \eta) \quad \eta \sim N(0, I)$$

**Step 3: Measurement Update**

$$w_t^{(i)} = p(y_t|x_t^{(i)}) \cdot w_{t-1}^{(i)} \quad w_t^{(i)} = l(x_t^{(i)}|y_t) \cdot w_{t-1}^{(i)}$$

(Generative)                      (Discriminative)

Normalize:  $\sum_{i=1}^N w_t^{(i)} = 1$



**Learnable Particle Filters:**

$$f(x_t|x_{t-1} = x_{t-1}^{(i)}, a_t, \eta) := \text{Neural Network}$$

$$l(x_t^{(i)}|y_t) := \text{Neural Network}$$

**Trained end-to-end**

## 3. Existing Two Filter Smoother

**To compute the smoothed posterior distribution:**

$$p(x_t|y_{1:T}) = \frac{p(y_{t+1:T}|x_t) p(x_t|y_{1:t})}{p(y_{t+1:T}|y_{1:t})} \propto \underbrace{p(y_{t+1:T}|x_t)}_{\text{Observation Likelihood}} \underbrace{p(x_t|y_{1:t})}_{\text{Forward Filtering}}$$

**Introduce auxiliary distribution:**

$$\tilde{p}(x_t|y_{t+1:T}) = \frac{p(y_{t+1:T}|x_t)}{\gamma_t} \propto p(y_{t+1:T}|x_t) \quad p(x_t|y_{1:T}) \propto p(x_t|y_{1:t}) \cdot \tilde{p}(x_t|y_{t+1:T})$$

(Assuming Bounded State Space)

$$p(x_t|y_{1:t}) = \sum_{i=1}^N w_t^{(i)} \delta(x_t - x_t^{(i)})$$

**Re-write to derive a particle based algorithm:**

$$p(x_t|y_{1:T}) \propto \tilde{p}(x_t|y_{t+1:T}) \int p(x_t|x_{t-1}) p(x_{t-1}|y_{1:t-1}) dx_{t-1}$$

$\{\tilde{x}_t^{(1:N)}, \tilde{w}_t^{(1:N)}\}$  := Smoother Particle Set  
 $\{\hat{x}_t^{(1:N)}, \hat{w}_t^{(1:N)}\}$  := Forward Filter Particle Set  
 $\{\tilde{x}_t^{(1:N)}, \tilde{w}_t^{(1:N)}\}$  := Backward Filter Particle Set

**Particle based algorithm:**

$$\tilde{w}_t^{(j)} \propto \tilde{w}_t^{(i)} \sum_{i=1}^N \tilde{w}_t^{(i)} p(\tilde{x}_t^{(j)}|\tilde{x}_t^{(i)}) \quad \text{with } \tilde{x}_t^{(i)} = \tilde{x}_t^{(i)}$$

**Particle Smoothing Algorithm:**  
 1. Run backwards in time particle filter  
 2. Re-weight backwards particles using forward filter

## 4. Mixture Density Particle Smoother (MDPS)

**Starting from Two Filter Smoother:**

$$p(x_t|y_{1:T}) \propto \underbrace{p(x_t|y_{1:t})}_{\text{Forward Filtering}} \underbrace{\tilde{p}(x_t|y_{t+1:T})}_{\text{Backward Filtering}}$$

**We can derive:**

$$p(x_t|y_{1:T}) \propto l(x_t|y_t) \underbrace{p(x_t|y_{1:t-1})}_{\text{Forward Filtering}} \underbrace{\tilde{p}(x_t|y_{t+1:T})}_{\text{Backward Filtering}}$$

**Where:**

$$p(x_t|y_{1:t-1}) = \sum_{i=1}^N \tilde{w}_t^{(i)} \cdot K(x; \tilde{x}_t^{(i)}, \tilde{\beta}) \quad p(x_t|y_{t+1:T}) = \sum_{i=1}^N \tilde{w}_t^{(i)} \cdot K(x; \tilde{x}_t^{(i)}, \tilde{\beta})$$

(Forward Filtering Posterior)                      (Backward Filtering Posterior)

**Set smoothed particles:**

$$\tilde{x}_t^{(i)} \sim q(x_t) = \frac{1}{2} p(x_t|y_{1:t-1}) + \frac{1}{2} p(x_t|y_{t+1:T}) \quad i = 1, \dots, M$$

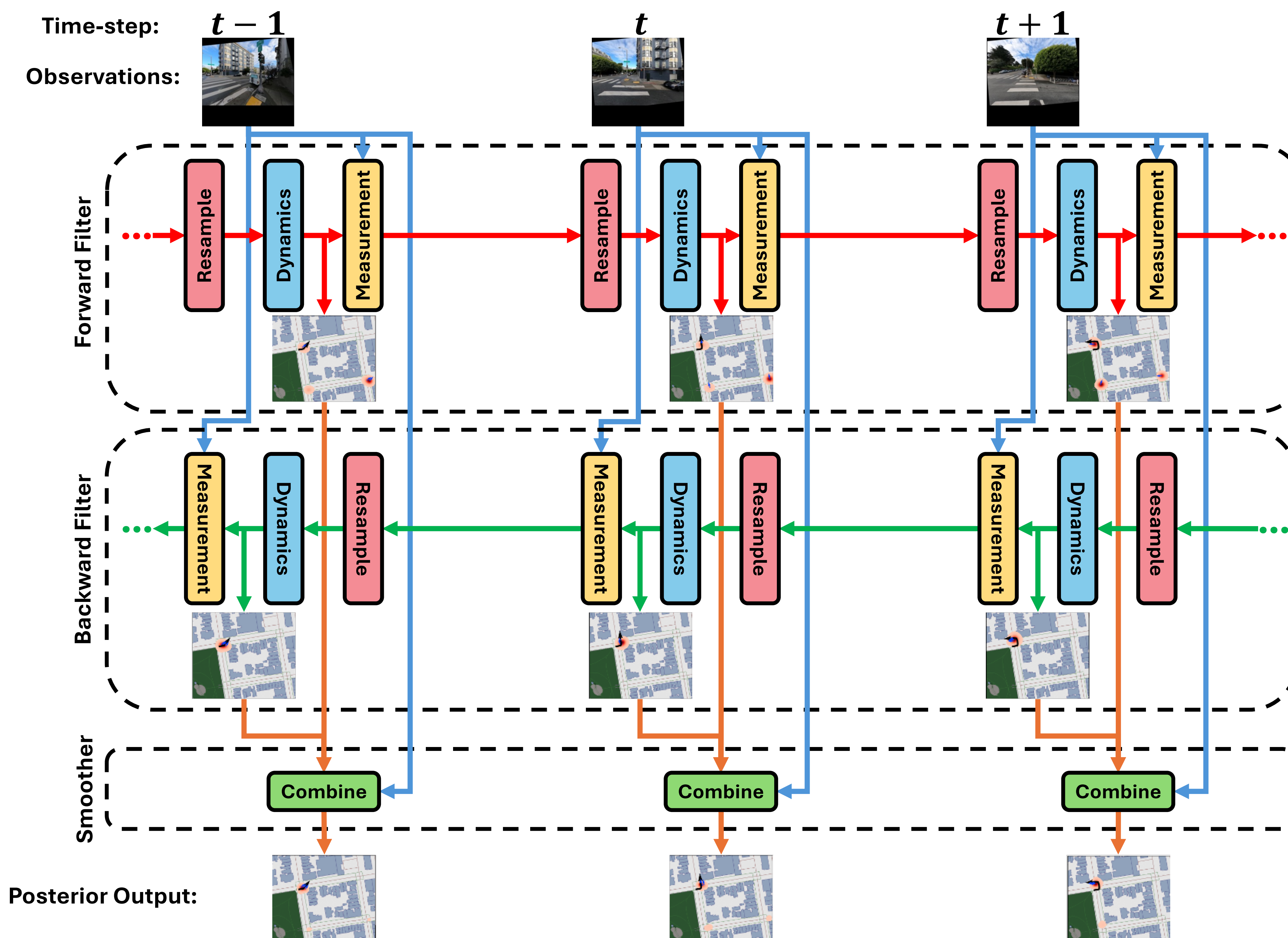
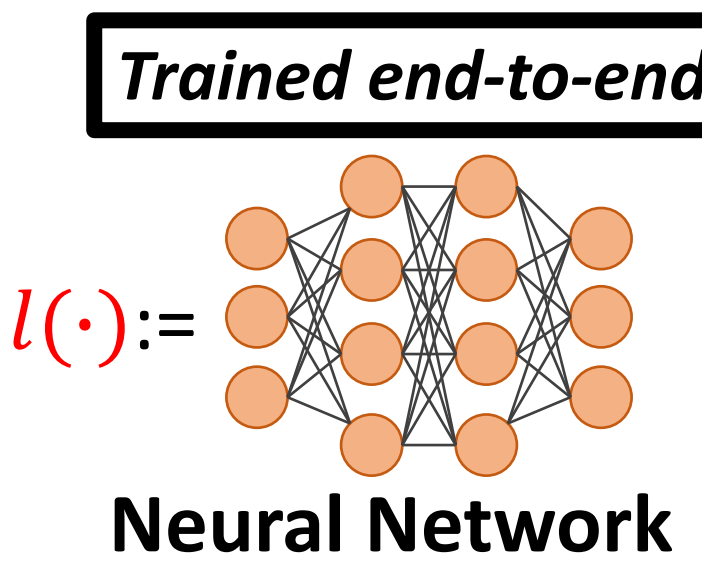
**Compute weights:**

$$\tilde{w}_t^{(i)} \propto \frac{l(\tilde{x}_t^{(i)}|y_t) p(\tilde{x}_t^{(i)}|y_{1:t-1}) \cdot \tilde{p}(\tilde{x}_t^{(i)}|y_{t+1:T})}{q(\tilde{x}_t^{(i)})}$$

$$\sum_{i=1}^N \tilde{w}_t^{(i)} = 1$$

**Parameterize via a Neural Network:**

$$\tilde{w}_t^{(i)} \propto \frac{l(\tilde{x}_t^{(i)}; y_t, p(\tilde{x}_t^{(i)}|y_{1:t-1}), \tilde{p}(\tilde{x}_t^{(i)}|y_{t+1:T}))}{q(\tilde{x}_t^{(i)})}$$



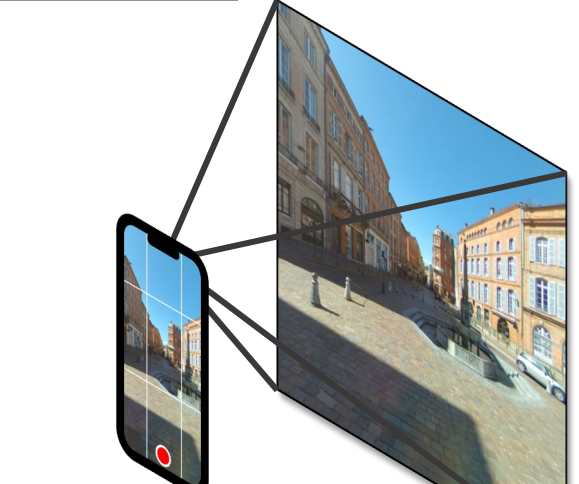
## 5. Results

### City Scale Global Localization Task

**Task:** Estimate 3D state (position and heading) of a subject as it moves through a real-world city-scale environment.

**Actions:** Noisy odometry

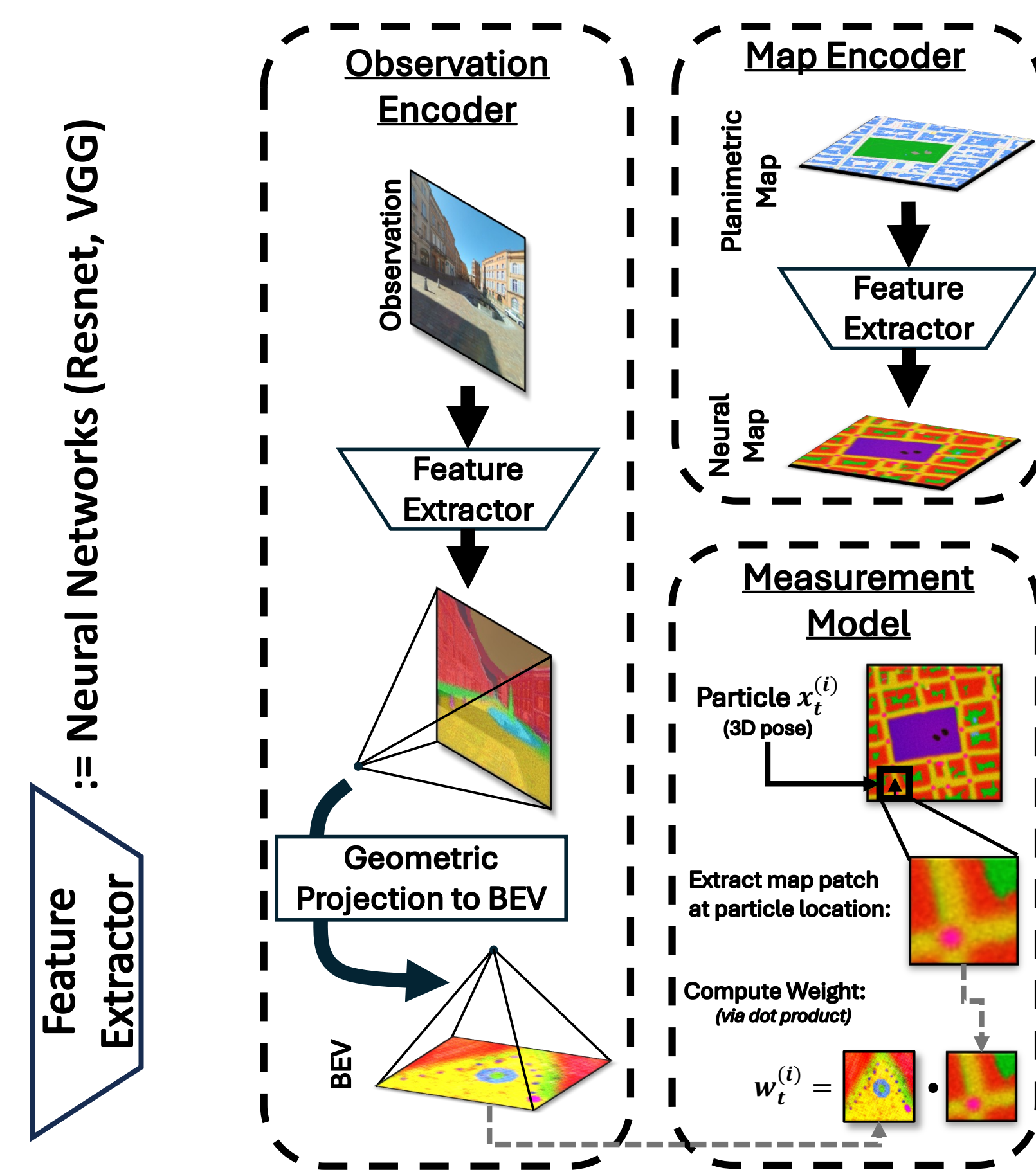
**Observations:**



**Planimetric Map also Provided:**

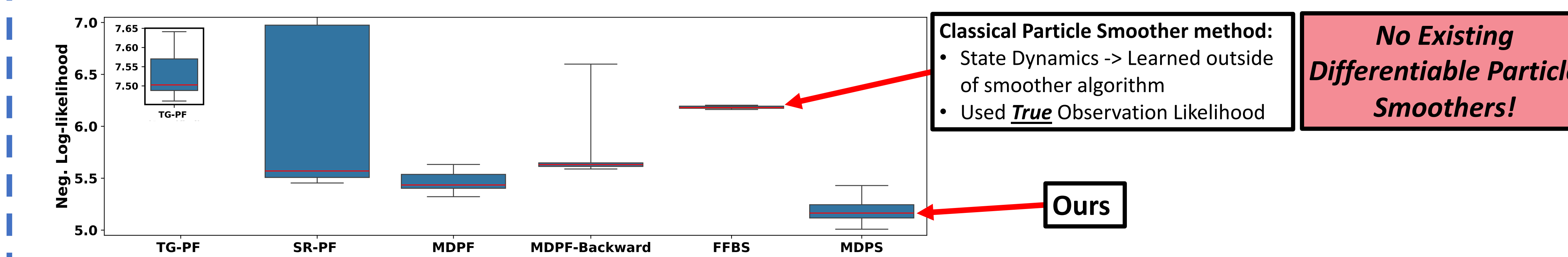


**Measurement Model Architecture:**



### Bearings Only Tracking Task

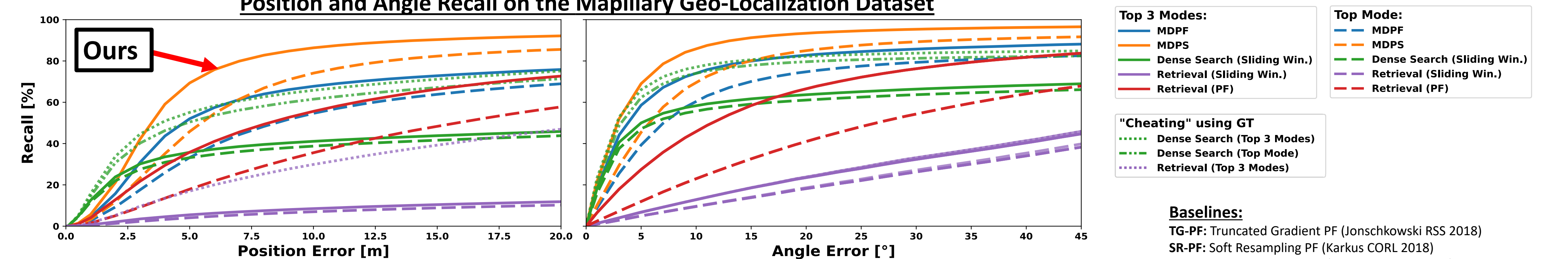
Observations:  $y_t \sim \alpha \cdot \text{Uniform}(-\pi, \pi) + (1-\alpha) \cdot \text{VonMises}(\psi(x_t), \kappa)$     $\psi(x_t) := \text{true bearing}$



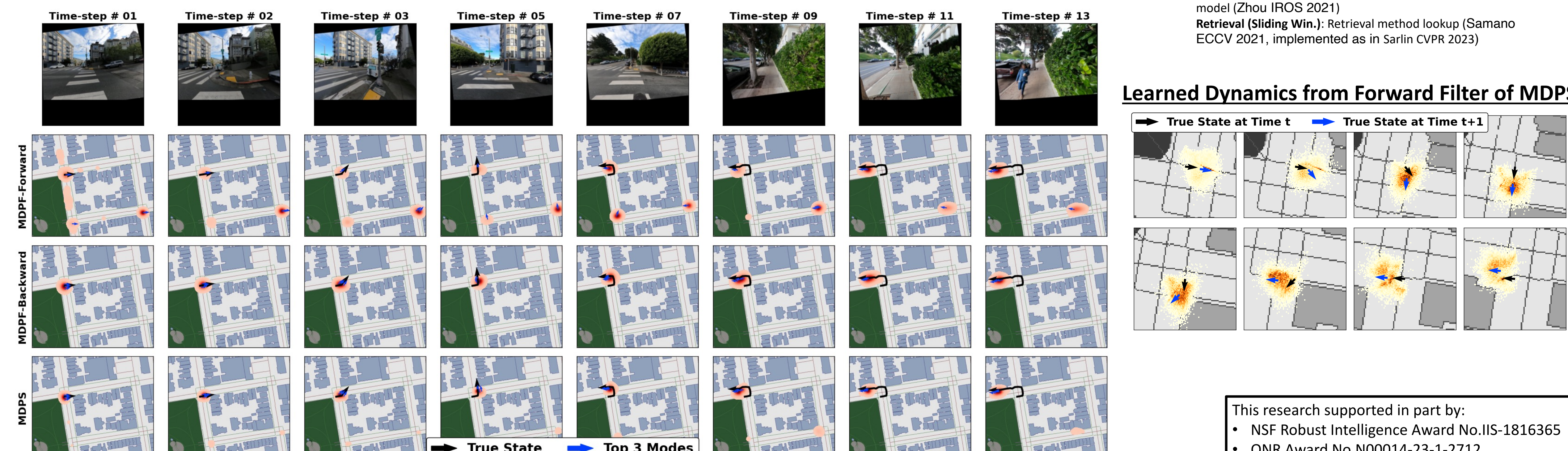
**Classical Particle Smoother method:**  
 • State Dynamics -> Learned outside of smoother algorithm  
 • Used **True** Observation Likelihood

**No Existing Differentiable Particle Smoothers!**

### Position and Angle Recall on the Mapillary Geo-Localization Dataset



### Example Sequence on the Mapillary Geo-Localization Dataset



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