# Problem 2

April 19, 2024

## 1 Problem #2

### 1.1 Data Ingest and Formatting

```
[]: # Common Imports
     import csv
     import pathlib
     import itertools
     import statistics
     import numpy as np
     import pandas as pd
     import scipy.stats as stats
     import matplotlib.pyplot as plt
     import matplotlib.patheffects as pe
     from matplotlib.patches import Rectangle
     from prettytable import PrettyTable
     # Ensure the plot output directory exists
     pathlib.Path('./out').mkdir(parents=True, exist_ok=True)
     # Read in the data from excel file
     kicks = pd.read_excel('./data/Penalty_kick.xlsx',sheet_name='Sheet1')
     kicks.columns = ['x', 'y', 'z', 'area']
     Areas = [x \text{ for } x \text{ in } range(1, 7)]
     print(kicks.head())
     # Create a dictionary to store the number of kicks in each area
     area_counts = dict()
     for area in Areas:
         area_counts[area] = kicks[kicks['area'] == area].shape[0]
     # Helpful other config
     hallow_marker = dict(marker='o', markersize=3,
                                 color='black',
                                 markerfillstyle='none')
```

```
x y z area

0 0 0.473291 2.588263 6

1 0 -0.011907 1.378378 6

2 0 0.779689 2.070065 5

3 0 0.522825 1.618830 6

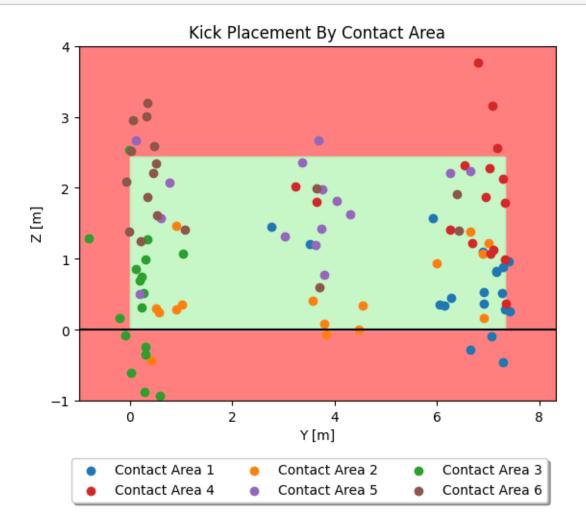
4 0 0.454070 2.212465 6
```

## 1.2 Probability Profile for each Area

Note: Y is viewed as horizontal Axis and Z is viewed as vertical Axis



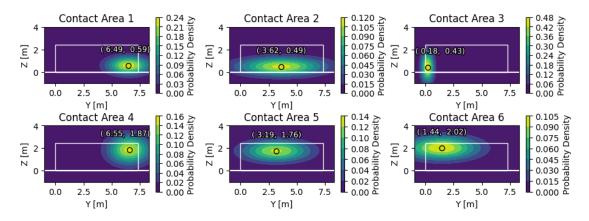
```
[]: # Plot all the kicks on a 2d plane
     fig, ax = plt.subplots()
     ax.add_patch(Rectangle((-1, -1), 9.32, 5, color="red", alpha=0.5))
     ax.add_patch(Rectangle((0, 0), 7.32, 2.44, color="white", alpha=1))
     ax.add_patch(Rectangle((0, 0), 7.32, 2.44, color="lightgreen", alpha=0.5))
     ax.axhline(y=0, color='black', linestyle='-')
     for area in Areas:
         ax.scatter(kicks[kicks['area'] == area]['y'],
                     kicks[kicks['area'] == area]['z'],
                     label=f'Contact Area {area}')
     ax.set_xlim((-1, 8.32))
     ax.set_ylim((-1, 4.00))
     ax.set_xlabel('Y [m]')
     ax.set ylabel('Z [m]')
     handles, labels = ax.get_legend_handles_labels()
     order = [0, 3, 1, 4, 2, 5]
     fig.legend([handles[i] for i in order], [labels[i] for i in order],
                loc='upper center', bbox_to_anchor=(0.5, 0),
                fancybox=True, shadow=True, ncol=3)
     ax.set_title('Kick Placement By Contact Area')
     plt.savefig('./out/kick_plot_by_contact_area.png')
```



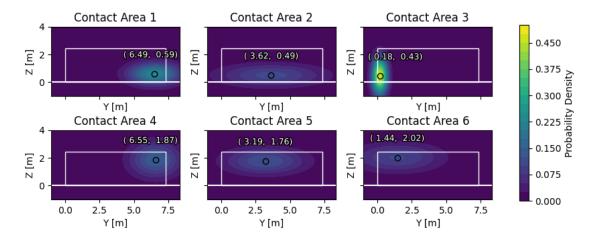
```
row = int((i - column) / 3)
    ax = axs[row, column]
    y = np.linspace(-1, 8.32, 100)
    z = np.linspace(-1, 4.00, 100)
    Y, Z = np.meshgrid(y, z)
    pos = np.empty(Y.shape + (2,))
    pos[:, :, 0] = Y
    pos[:, :, 1] = Z
    rv = stats.multivariate normal(mean[i,:], np.diag(var[i,:]))
    ax.set_aspect('equal', adjustable='box')
    con = ax.contourf(Y, Z, rv.pdf(pos))
    ax.add_patch(Rectangle((0, 0), 7.32, 2.44, fill=False, edgecolor="white"))
    ax.axhline(y=0, color='white', linestyle='-')
    ax.plot(mean[i,0], mean[i,1], marker='o', fillstyle='none', color="black")
    ax.text(np.clip(mean[i,0],1.3,6.2), np.clip(mean[i,1]+1.2, 0.4, 3.3),
            f'({mean[i,0]: 0.2f}, {mean[i,1]: 0.2f})',
            fontsize=9, ha='center', color="white",
            path_effects=[pe.withStroke(linewidth=2, foreground="black")])
    ax.set_xlim((-1, 8.32))
    ax.set_ylim((-1, 4.00))
    ax.set_xlabel('Y [m]')
    ax.set ylabel('Z [m]')
    fig.colorbar(con, ax=ax, shrink=0.85, label='Probability Density')
    ax.set title(f'Contact Area {area}')
plt.savefig('./out/contact_area_probability_dist.png')
plt.show()
# Plot the normalized probability density function for the area of the kick
rows, columns = (2, 3)
fig, axs = plt.subplots(rows, columns, sharex=True, sharey=True,
 →figsize=(3*columns, 2*rows))
fig.suptitle(f'Normalized Gaussian Distributions of Kick Placement for Contact,
 \rightarrowAreas', x=0.415)
fig.tight layout(h pad=-1, w pad=1.5)
levels = np.linspace(0, 0.5, 21)
con = None
for i, area in enumerate(Areas):
    column = i % 3
    row = int((i - column) / 3)
    ax = axs[row, column]
    y = np.linspace(-1, 8.32, 100)
    z = np.linspace(-1, 4.00, 100)
    Y, Z = np.meshgrid(y, z)
    pos = np.empty(Y.shape + (2,))
    pos[:, :, 0] = Y
    pos[:, :, 1] = Z
    rv = stats.multivariate_normal(mean[i,:], np.diag(var[i,:]))
```

```
ax.set_aspect('equal', adjustable='box')
    con = ax.contourf(Y, Z, rv.pdf(pos), levels)
    ax.add_patch(Rectangle((0, 0), 7.32, 2.44, fill=False, edgecolor="white"))
    ax.axhline(y=0, color='white', linestyle='-')
   ax.plot(mean[i,0], mean[i,1], marker='o', fillstyle='none', color="black")
    ax.text(np.clip(mean[i,0],1.3,6.2), np.clip(mean[i,1]+1.2, 0.4, 3.3),
            f'({mean[i,0]: 0.2f}, {mean[i,1]: 0.2f})',
            fontsize=9, ha='center', color="white",
            path effects=[pe.withStroke(linewidth=2, foreground="black")])
    ax.set xlim((-1, 8.32))
    ax.set ylim((-1, 4.00))
   ax.set_xlabel('Y [m]')
   ax.set ylabel('Z [m]')
    ax.set_title(f'Contact Area {area}')
fig.colorbar(con, ax=axs, shrink=0.85, label='Probability Density')
plt.savefig('./out/normalized_contact_area_probability_dist.png')
plt.show()
# Print the properties of the probability density for each contact area
headers = ['Contact Area', 'Y Mean', 'Y Deviation', 'Z Mean', 'Z Deviation']
rows = []
for i, area in enumerate(Areas):
   rows.append([area,
                 f'{mean[i,0]:0.4f}',
                 f'{var[i,0]:0.4f}',
                 f'{mean[i,1]:0.4f}',
                 f'{var[i,1]:0.4f}'])
table = PrettyTable(headers)
table.add_rows(rows)
with np.printoptions(formatter={'float': lambda x: "{0:+0.3f}".format(x)}):
   print(table)
```

#### Gaussian Distributions of Kick Placement for Contact Areas



#### Normalized Gaussian Distributions of Kick Placement for Contact Areas



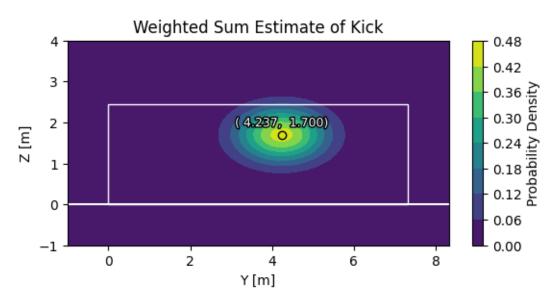
Ì	Contact Area	Y Mean	Y Deviation	Z Mean	+   Z Deviation   +
İ	1	6.4937	1.6403	0.5852	0.2991
	2	3.6229	6.7131	0.4883	0.3116
-	3	0.1790	0.1422	0.4347	0.8120
	4	6.5535	1.5737	1.8657	0.7385
	5	3.1949	3.9846	1.7620	0.4180
1	6	1.4352	4.7952	2.0183	0.4953

## 1.3 Weighted Sum Fusion

Weighted sum calcs:

$$y_{ws} = \frac{\sum_{i=1}^{6} \frac{w_i}{\sigma_i^2} y_i}{\sum_{i=1}^{6} \frac{w_i}{\sigma_i^2}} \sigma_{ws}^2 = \sum_{i=1}^{6} \left( \frac{\frac{w_i}{\sigma_i^2}}{\sum_{i=1}^{6} \frac{w_i}{\sigma_i^2}} \right)^2 \sigma_i^2$$

```
z = np.linspace(-1, 4.00, 100)
Y, Z = np.meshgrid(y, z)
pos = np.empty(Y.shape + (2,))
pos[:, :, 0] = Y
pos[:, :, 1] = Z
rv = stats.multivariate_normal(expected_value[:], np.diag(expected_var[:]))
con = ax.contourf(Y, Z, rv.pdf(pos))
ax.set_aspect('equal', adjustable='box')
ax.add patch(Rectangle((0, 0), 7.32, 2.44, fill=False, edgecolor="white"))
ax.axhline(y=0, color='white', linestyle='-')
ax.plot(expected_value[0], expected_value[1],
        marker='o', fillstyle='none', color="black")
ax.text(expected_value[0], expected_value[1]+0.2,
        f'({expected_value[0]: 0.3f}, {expected_value[1]: 0.3f})',
        fontsize=9, ha='center', color="white",
       path_effects=[pe.withStroke(linewidth=2, foreground="black")])
ax.set_xlim((-1, 8.32))
ax.set_ylim((-1, 4.00))
ax.set_xlabel('Y [m]')
ax.set_ylabel('Z [m]')
fig.colorbar(con, ax=ax, shrink=0.575, label='Probability Density')
plt.savefig('./out/weighted_sum_probability_dist.png')
plt.show()
# Output the values
print(f'Expected Value of Kick: {expected value}')
print(f'Expected Var of Kick: {expected_var}')
```



Expected Value of Kick: [4.23688124 1.70043275] Expected Var of Kick: [0.59178403 0.21624351]