# test\_coordonees\_perceptives

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```
February 12, 2014
        from parametres import VPs, volume, p, d_x, d_y, d_z, calibration, DEBUG
In [2]: from modele_dynamique import arcdistance, orientation, xyz2azel, rae2xyz
        DEBUG parametres , position croix: [ 0.
```

print xyz2azel.\_\_doc\_\_ In [3]: renvoie le vecteur de coordonnées perceptuelles en fonction des coordonnées physiques

 $xyz = 3 \times N \times ...$ 

import numpy as np

%matplotlib inline

import matplotlib.pyplot as plt

Le vecteur OV désigne le centre des coordonnées sphériques, - O est la référence des coordonnées cartésiennes et - V les coordonnées cartesiennes du centre (typiquement du videoprojecteur).

cf. https://en.wikipedia.org/wiki/Spherical\_coordinates

#### Plotting function:

In [1]:

```
def plot_xyz2azel(motion, vp=VPs[0]):
In [4]:
             Let's define a function that displays for a particular motion
             (a collection of poistions in the x, y, z space --- usually
             continuous) the resulting spherical coordinates (wrt to vp).
             fig = plt.figure(figsize=(18,10))
             t = np.linspace(0, 1, motion.shape[1])[:, np.newaxis]*np.ones((1, motion.shape[2])
             rae_VC = xyz2azel(motion, np.array([vp['x'],
                                                     vp['y']
             #print rae_VC.shape
             for i_ax, axe_perc in enumerate(['t', 'r', 'az', 'el']):
    for j_ax, axe_xyz in enumerate(['x', 'y', 'z']):
                      #print i_ax, j_ax, 3*i_ax + j_ax
                      ax = fig.add\_subplot(4, 3, 1 + 3*i\_ax + j\_ax)
                      if i_ax == 0:
                          #ax.plot(t, rae_VC[i_ax, :, :])
                          #print motion_x[j_ax, :, :].shape, t.shape
                          ax.plot(motion_x[j_ax, :, :], t)
                      else:
```

```
In [5]: vp = VPs[1]
print vp
{'cz': 1.36, 'cy': 3.5, 'cx': 0, 'pc_min': 0.001, 'address':
    '10.42.0.55', 'y': 3.77, 'x': 10.84, 'pc_max': 1000000.0, 'z': 1.36,
    'foc': 21.802535306060136}
```

## 1 Motion in depth

Let's define N\_player trajectories of N\_t points, where players are distributed in the width (y) and move in the axis of the VP (x):

```
N_{player}, N_{t} = 10, 1000
In [6]:
             x = vp['x']*(np.linspace(0, 1.1, N_t)[np.newaxis, :, np.newaxis]*np.ones((1, 1, N_play y = vp['y']*np.ones((1, N_t, 1))*np.linspace(0, 2, N_player, endpoint=True)[np.newaxis z = vp['z']*np.ones((1, N_t, N_player)) # constant
In [7]:
              #print x.shape, y.shape, z.shape
             motion_x = np.vstack((x, y, z))
             motion_x += .01*np.random.randn(3, N_t, N_player)
             motion_x.shape
             rae_VC = plot_xyz2azel(motion_x, vp=vp)
                 0.8
                 0.6
                                                          0.6
                 0.4
                                                          0.4
                 0.2
                                                          0.2
                  10
                 2.0
1.5
1.0
0.5
0.0
-0.5
-1.0
-1.5
-2.0
                                                                                                                           1.38
                                                                                                                                   1.40
```

Note the small elevation:

```
el = rae_VC[2,:,:]
print el.min(), el.max(), el.mean(), el.std()
-0.0456728830423 0.0857063243191 -1.82561585381e-05 0.00409452215564
```

### 2 Motion in width