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# test\_coordonees\_perceptives

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```
In [1]: import numpy as np
import matplotlib.pyplot as plt
%matplotlib inline
```

```
In [2]: from parametres import VPs, volume, p, d_x, d_y, d_z, calibration, DEBUG
from modele_dynamique import arcdistance, orientation, xyz2azel, rae2xyz
DEBUG parametres , position croix: [ 0.          3.76999998  1.37
]
```

```
In [3]: print xyz2azel.__doc__
renvoie le vecteur de coordonnées perceptuelles en fonction des
coordonnées physiques
```

xyz = 3 x N x ...

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

cf. [https://en.wikipedia.org/wiki/Spherical\\_coordinates](https://en.wikipedia.org/wiki/Spherical_coordinates)

## 1 Testing spherical coordinates

Plotting function:

```
In [4]: def plot_xyz2azel(motion, vp=VPs[0], axes_perc=['t', 'r', 'az', 'el', 'rec'], axes_xyz=
"""
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'], vp['z']]))
motion_rec = rae2xyz(rae_VC, np.array([vp['x'], vp['y'], vp['z']]))
#print rae_VC.shape
for i_ax, axe_perc in enumerate(axes_perc):
    for j_ax, axe_xyz in enumerate(axes_xyz):
        #print i_ax, j_ax, 3*i_ax + j_ax
        ax = fig.add_subplot(len(axes_perc), len(axes_xyz), 1 + len(axes_xyz)*i_ax
```

```

    if axe_perc == 't':
        #ax.plot(t, rae_VC[i_ax, :, :])
        #print motion_x[j_ax, :, :].shape, t.shape
        ax.plot(motion[j_ax, :, :], t)
    elif axe_perc == 'rec':
        ax.plot(motion_rec[j_ax, :, :], t)
    else:
        if axe_perc in ['az', 'el']: scale = 180./np.pi
        else: scale = 1.
        #print motion_x[j_ax, :, :].shape, rae_VC[i_ax-1, :, :].shape
        ax.plot(motion[j_ax, :, :], rae_VC[i_ax-1, :, :]*scale)
    ax.plot([vp[axe_xyz]], [0.], 'D')
    ax.set_xlabel(axe_xyz)
    ax.set_ylabel(axe_perc)
plt.show()
return rae_VC
print plot_xyz2azel.__doc__

```

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).

```

vp = VPs[1]
In [5]: print vp
{'cz': 1.36, 'cy': 4.0, 'cx': 11.057115384615384, 'pc_min': 0.001,
'address': '10.42.0.52', 'y': 4.0, 'x': 0.9428846153846154, 'pc_max':
1000000.0, 'z': 1.36, 'foc': 21.802535306060136}

```

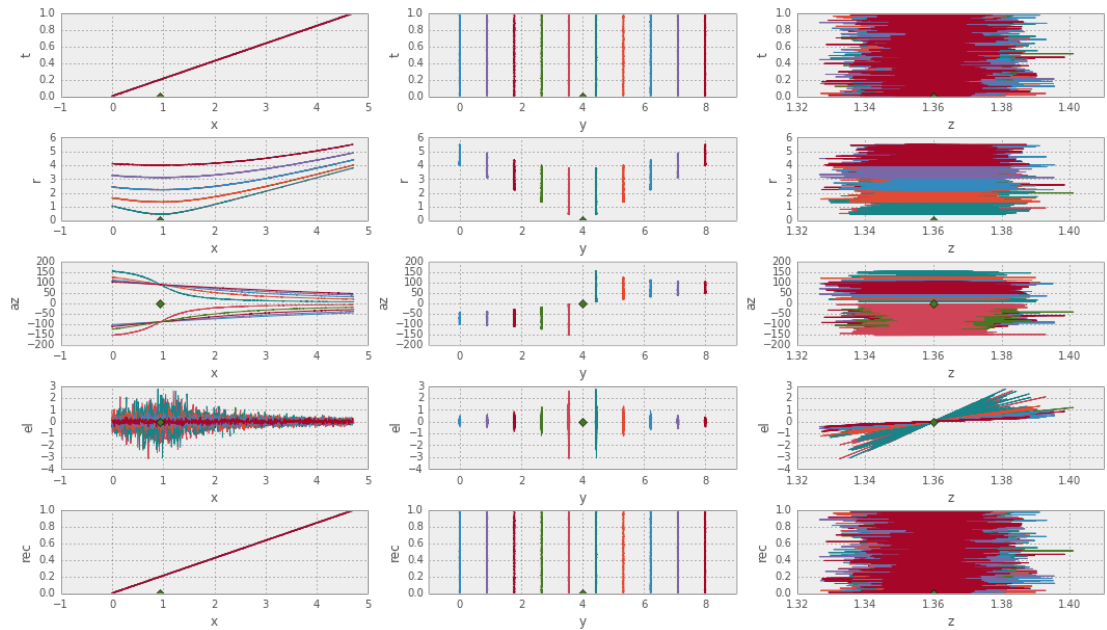
## 1.1 Motion in depth

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., 5., N_t)[np.newaxis, :, np.newaxis]*np.ones((1, 1, N_play
In [7]: 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
#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)

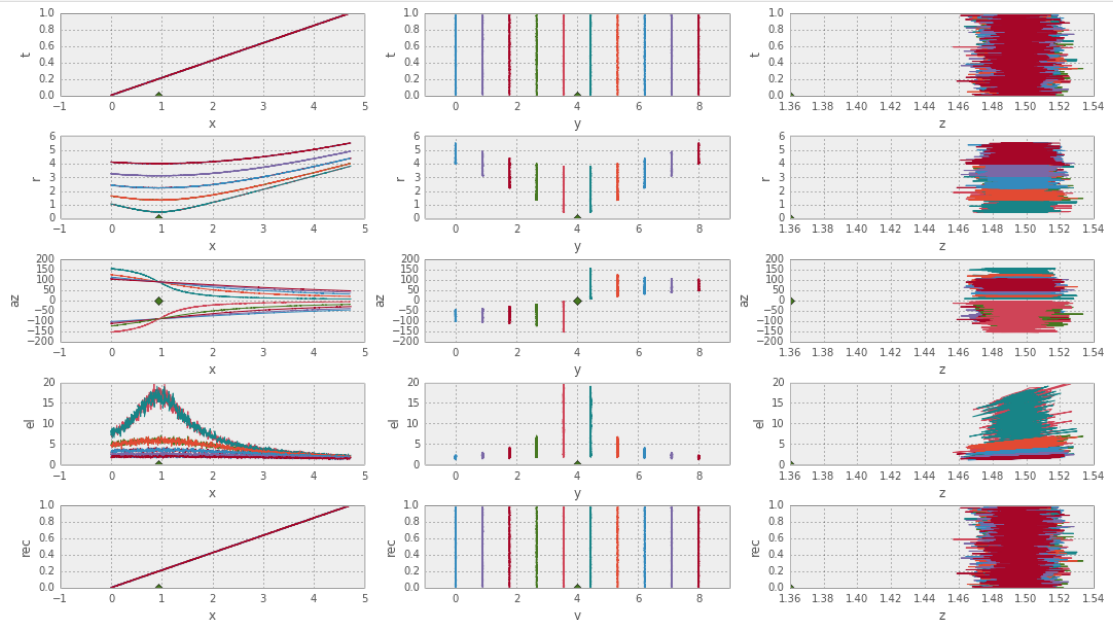
```



the same but with a motion slightly higher than the VPnote : when azimuth is superior to  $180^\circ$  in absolute value, it means it is behindNote the small elevation:

```
In [8]: el = rae_VC[2, :, :]
print el.min(), el.max(), el.mean(), el.std()
-0.0548955013813 0.0480945871199 1.3940200233e-05 0.0058625079146
```

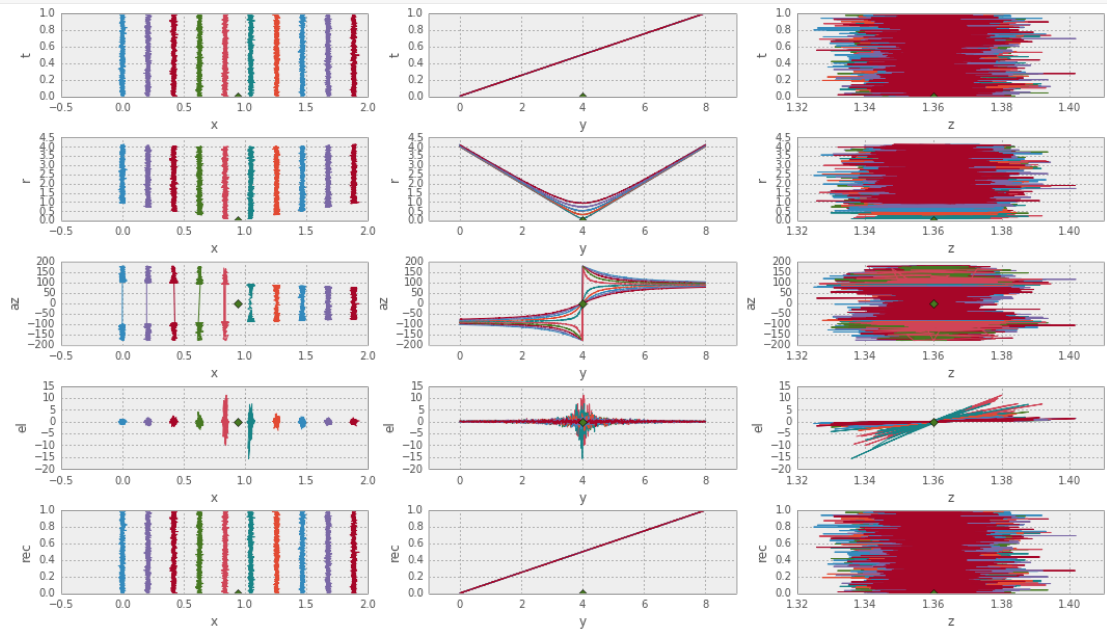
```
In [9]: z = 1.1*vp['z']*np.ones((1, N_t, N_player)) # constant
#print x.shape, y.shape, z.shape
motion_x = np.vstack((x, y, z))
motion_x += .01*np.random.randn(3, N_t, N_player)
rae_VC = plot_xyz2azel(motion_x, vp=vp)
```



being slightly upcreates a small elevation

## 1.2 Motion in width

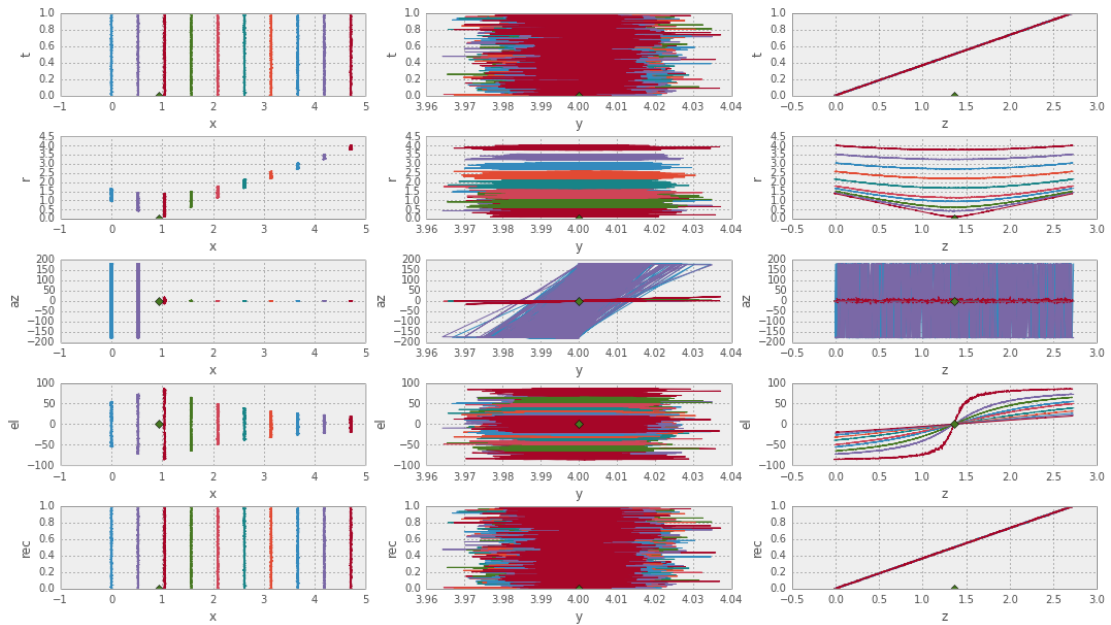
```
In [10]: x = vp['x']*np.ones((1, N_t, 1))*np.linspace(0., 2., N_player, endpoint=True)[np.newaxis]
y = vp['y']*(np.linspace(0, 2, N_t)[np.newaxis, :, np.newaxis]*np.ones((1, 1, N_player)))
z = vp['z']*np.ones((1, N_t, N_player)) # constant
motion_y = np.vstack((x, y, z))
motion_y += .01*np.random.randn(3, N_t, N_player)
rae_VC = plot_xyz2azel(motion_y, vp=vp)
```



note that when the motion is behind the observer ( $x < VP[x]$ ), the azimuth flips from  $-180^\circ$  to  $180^\circ$ , everything is normal...

## 1.3 Motion in height

```
In [11]: x = vp['x']*np.ones((1, N_t, 1))*np.linspace(0, 5., N_player, endpoint=True)[np.newaxis]
y = vp['y']*np.ones((1, N_t, N_player)) # constant
z = vp['z']*(np.linspace(0, 2., N_t)[np.newaxis, :, np.newaxis]*np.ones((1, 1, N_player)))
motion_z = np.vstack((x, y, z))
motion_z += .01*np.random.randn(3, N_t, N_player)
rae_VC = plot_xyz2azel(motion_z, vp=vp)
```



## 2 Testing great circle navigation

Similar tests, but now looking at the arcdistance and orientation functions:

```
print arcdistance.__doc__
```

In [12]: renvoie l'angle sur le grand cercle (en radians)

```
# rae1 ---> rae2

r = distance depuis le centre des coordonnées sphériques (mètres)
a = azimuth = déclinaison = longitude (radians)
e = elevation = ascension droite = latitude (radians)

http://en.wikipedia.org/wiki/Great-circle_distance
http://en.wikipedia.org/wiki/Vincenty%27s_formulae
```

```
print orientation.__doc__
```

In [13]: renvoie le cap suivant le grand cercle (en radians)

```
r = distance depuis le centre des coordonnées sphériques (mètres)
a = azimuth = déclinaison = longitude (radians)
e = elevation = ascension droite = latitude (radians)

http://en.wikipedia.org/wiki/Great-circle_navigation
#http://en.wikipedia.org/wiki/Haversine_formula
```

```
def plot_xyz2perceptif(motion, vp=VPs[0], axes_xyz=['x', 'y', 'z']):
    """
    Let's define a function that displays for a particular motion
    (a collection of positions in the x, y, z space --- usually
    continuous) the resulting orientation and arcdistance.
```

In [1]:

```

"""
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'], vp['z']]))
motion_rec = rae2xyz(rae_VC, np.array([vp['x'], vp['y'], vp['z']]))
#print rae_VC.shape
for i_ax, axe_perc in enumerate(axes_perc):
    for j_ax, axe_xyz in enumerate(axes_xyz):
        #print i_ax, j_ax, 3*i_ax + j_ax
        ax = fig.add_subplot(len(axes_perc), len(axes_xyz), 1 + len(axes_xyz)*i_ax)
        if axe_perc == 't':
            #ax.plot(t, rae_VC[i_ax, :, :])
            #print motion_x[j_ax, :, :].shape, t.shape
            ax.plot(motion[j_ax, :, :], t)
        elif axe_perc == 'rec':
            ax.plot(motion_rec[j_ax, :, :], t)
        else:
            if axe_perc in ['az', 'el']: scale = 180./np.pi
            else: scale = 1.
            #print motion_x[j_ax, :, :].shape, rae_VC[i_ax-1, :, :].shape
            ax.plot(motion[j_ax, :, :], rae_VC[i_ax-1, :, :]*scale)
            ax.plot([vp[axe_xyz]], [0.], 'D')
            ax.set_xlabel(axe_xyz)
            ax.set_ylabel(axe_perc)
plt.show()
return rae_VC
print plot_xyz2azel.__doc__

```

-----  
NameError  
call last)

Traceback (most recent

```

<ipython-input-1-ccc213330bd4> in <module>()
----> 1 def plot_xyz2perceptif(motion, vp=VPs[0], axes_xyz=['x',
'y', 'z']):
2     """
3     Let's define a function that displays for a particular
motion
4     (a collection of positions in the x, y, z space ---
usually
5     continuous) the resulting orientation and arcdistance.

```

NameError: name 'VPs' is not defined

```

In [2]: from IPython.parallel import Client
client = Client()
queue = client.direct_view()
print "Available workers: ", len(queue)
Available workers: 8

```

In []: