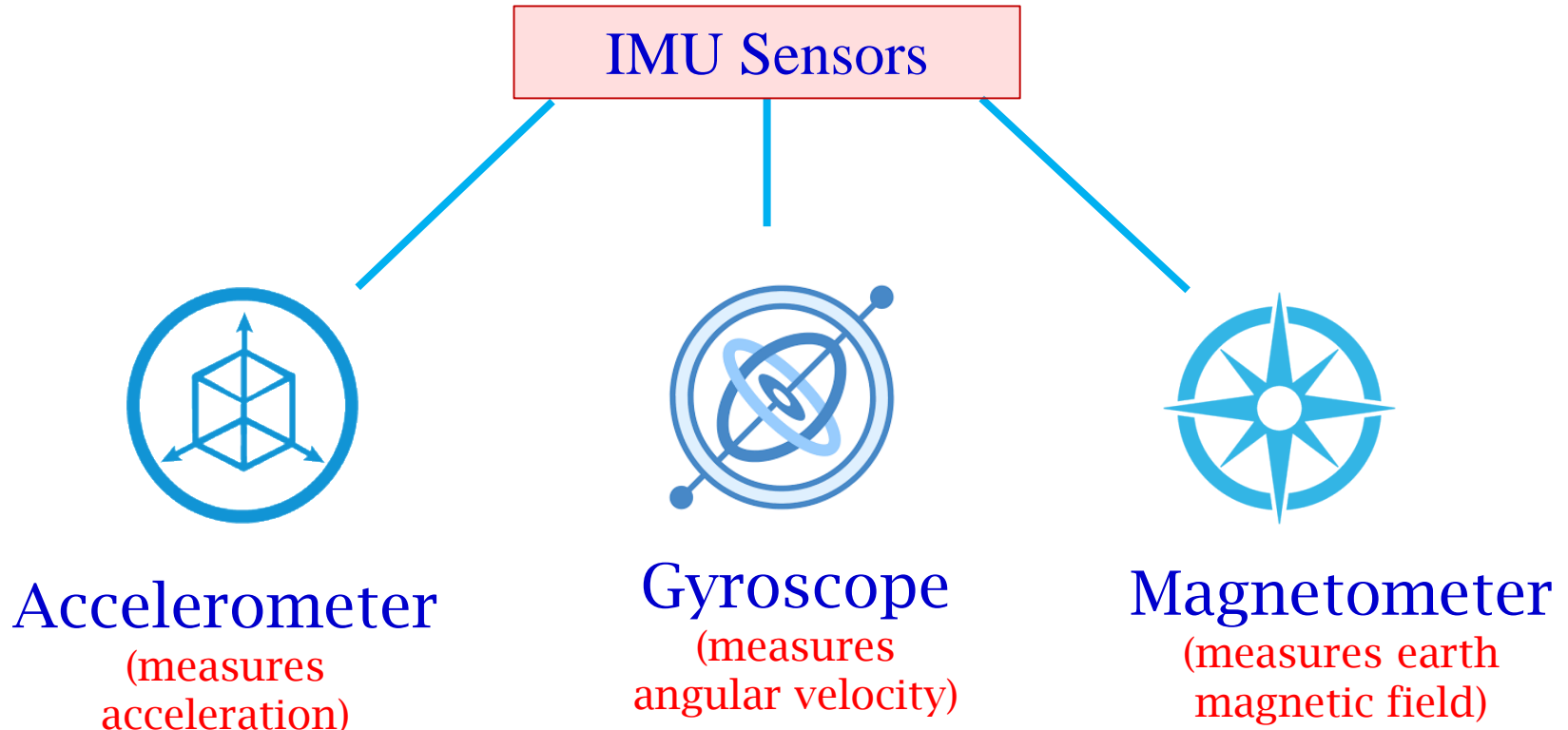

Motion Tracking using IMU sensors

Amitangshu Pal

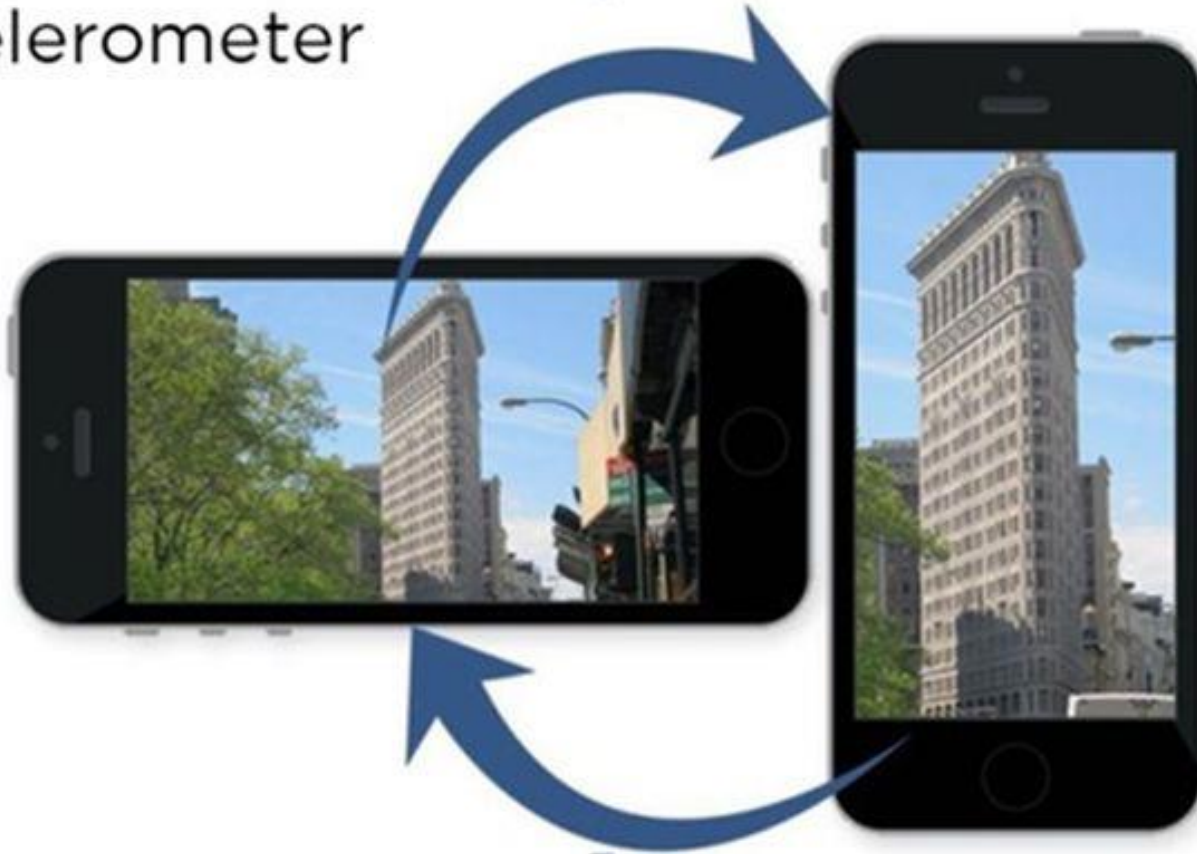
IMU Sensors



Install **Physics Toolbox Sensor Suite** in your smartphone

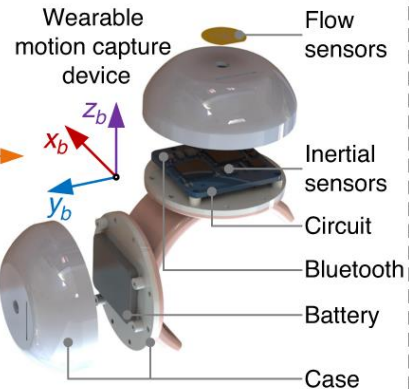
IMU Sensors

Accelerometer

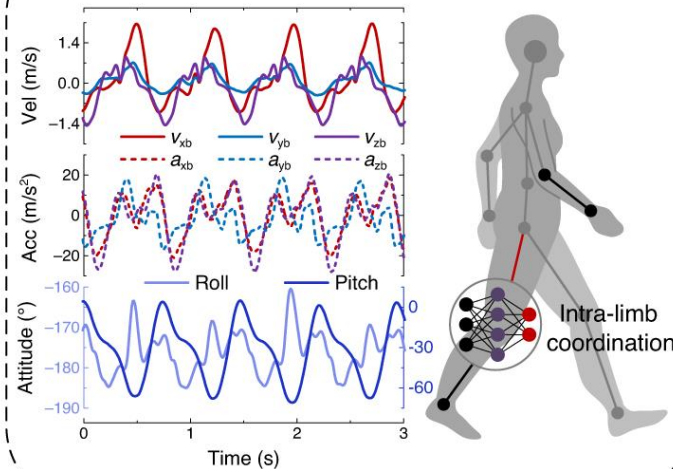


Motion Tracking Applications

Real human motion



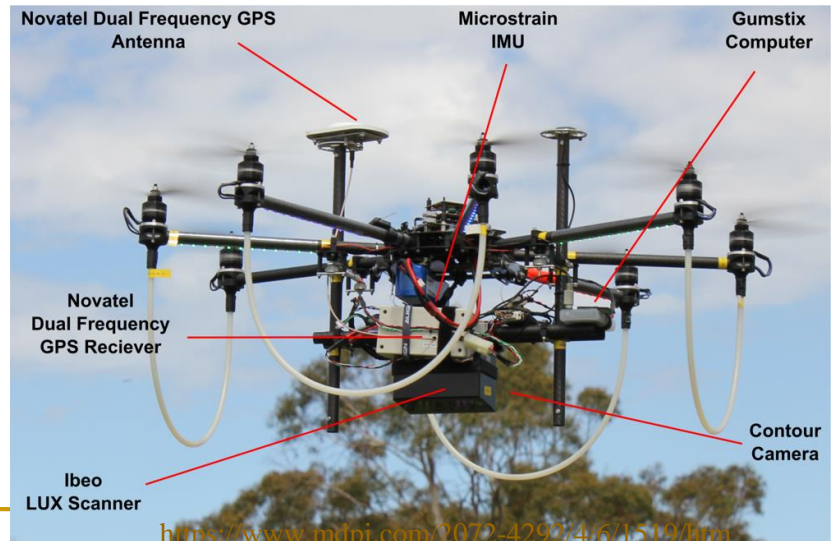
Motion data



(a)



(b)



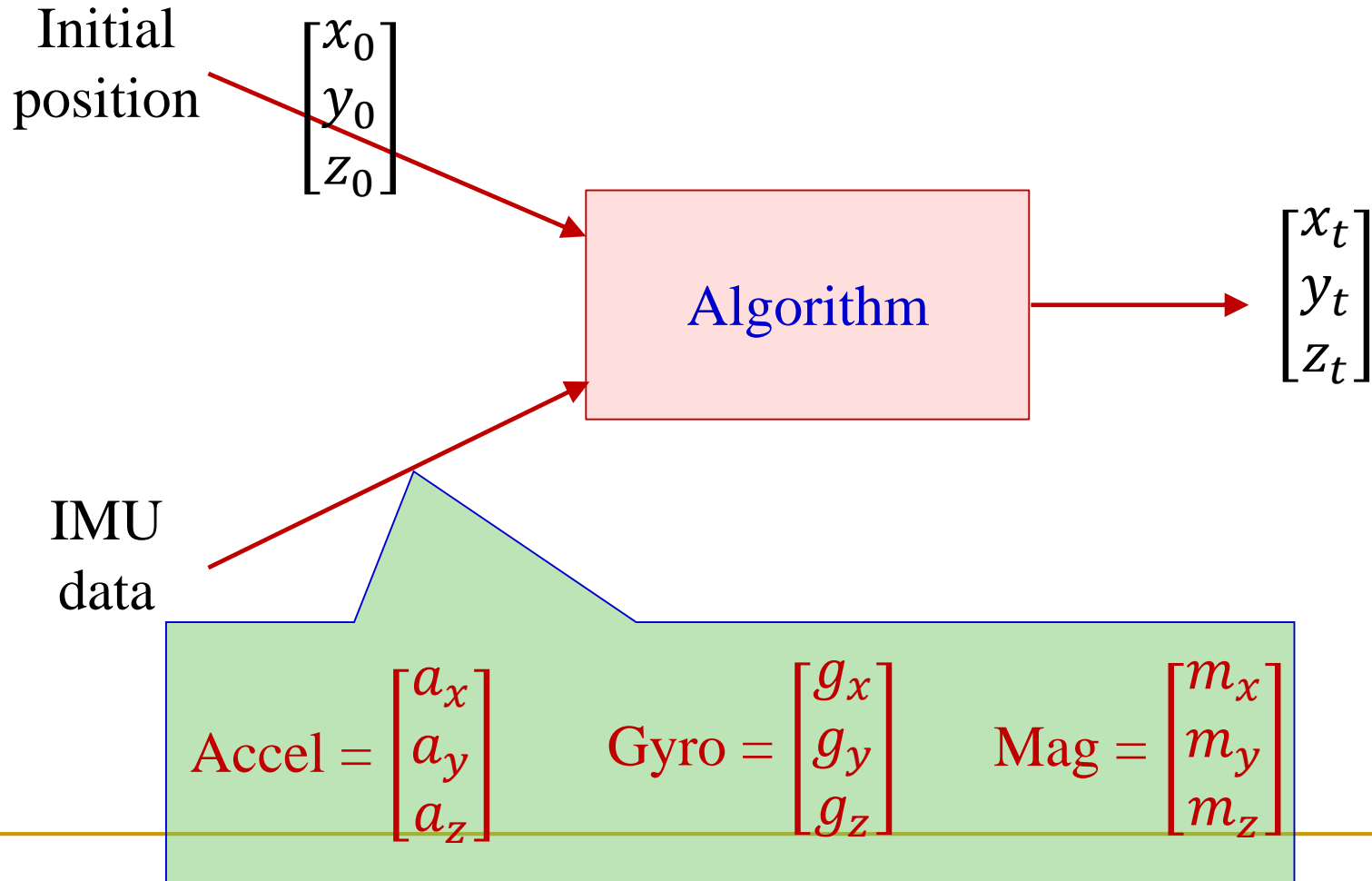
<https://www.mdpi.com/2072-4292/4/6/1519/html>

<https://www.nature.com/articles/s41467-020-19424-2>

[https://www.semanticscholar.org/paper/Reviews-on-Various-Inertial-Measurement-Unit-\(IMU\)-Ahmad-Ghazilla/4e189da5f9798a2a1caabd3dfb96ff794768a625](https://www.semanticscholar.org/paper/Reviews-on-Various-Inertial-Measurement-Unit-(IMU)-Ahmad-Ghazilla/4e189da5f9798a2a1caabd3dfb96ff794768a625)

Motion Tracking Problem Formulation

- Suppose we want to track the trajectory of a drone from its IMU data

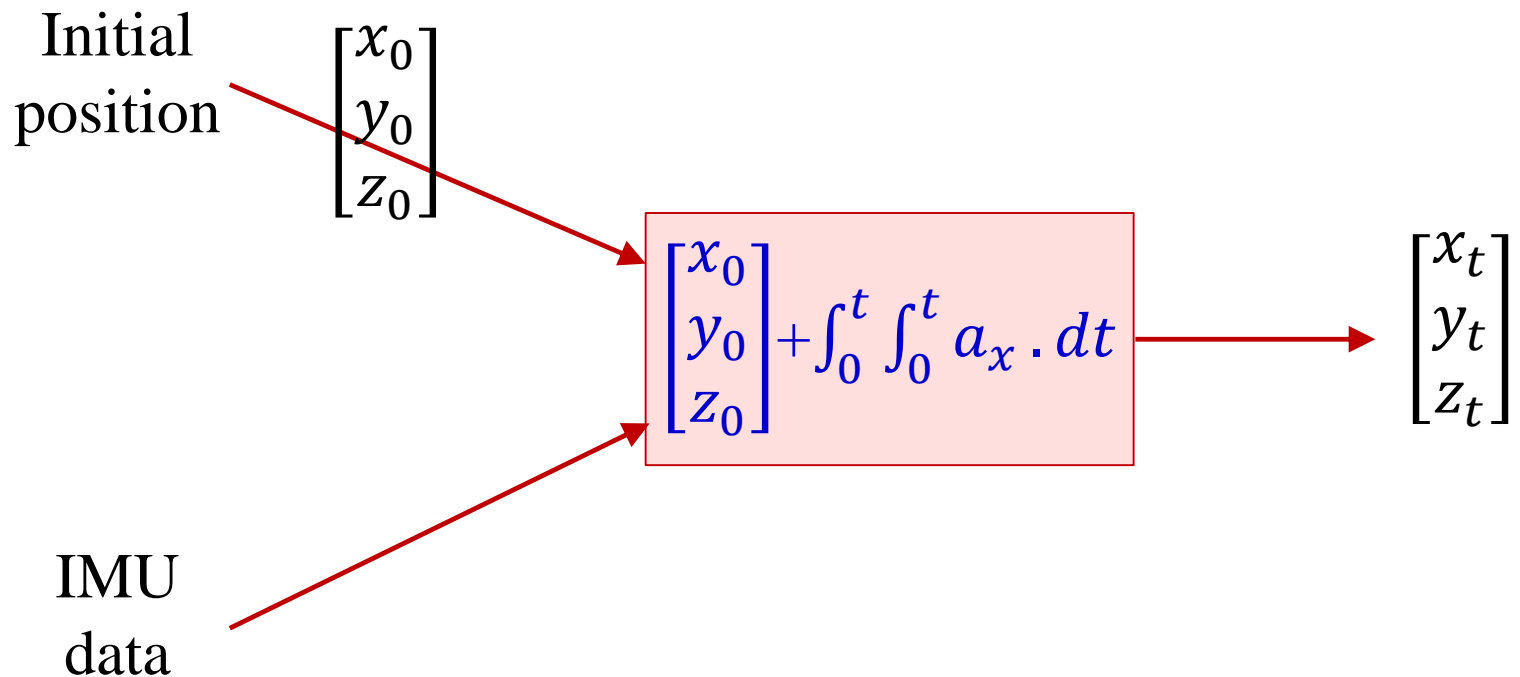


Let's see why this problem is so complicated

Simple Case: No Rotation

$$v_x = \int_0^t a_x \cdot dt$$

$$d_x = \int_0^t v_x \cdot dt \rightarrow d_x = \int_0^t \int_0^t a_x \cdot dt$$



Simple Case: No Rotation

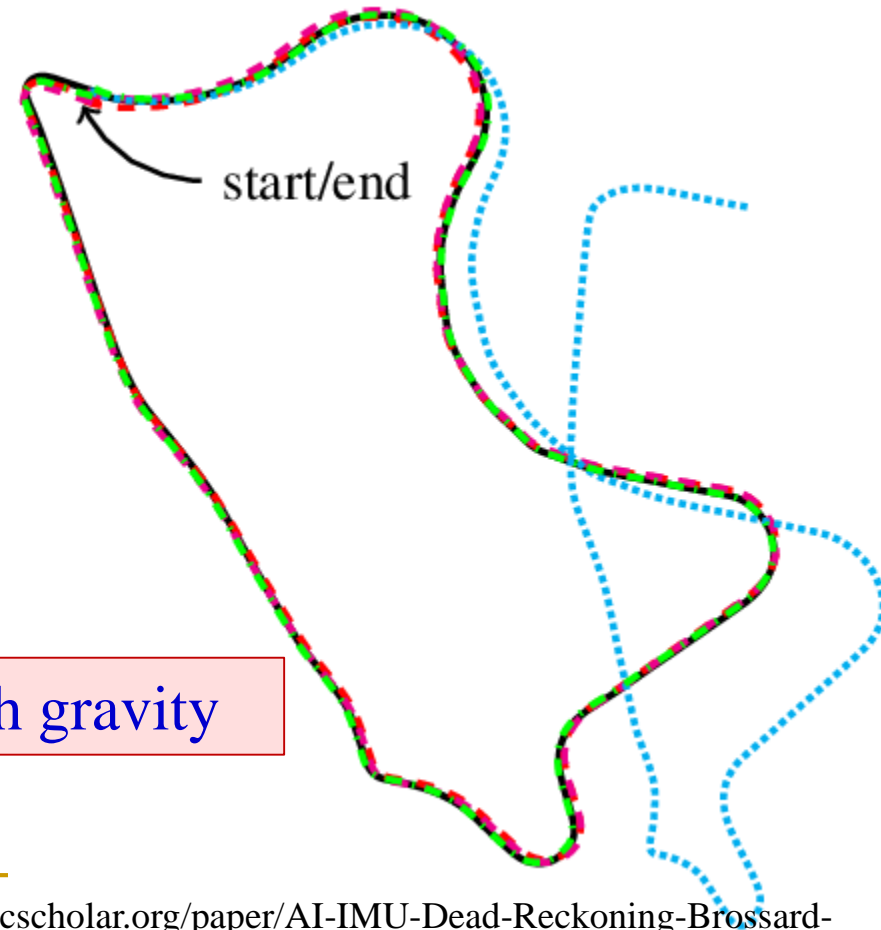
$$v_x = \int_0^t a_x \cdot dt$$

$$d_x = \int_0^t v_x \cdot dt \rightarrow d_x = \int_0^t \int_0^t a_x \cdot dt$$

$$d_x = \int_0^t \int_0^t (a_x + \text{noise}) \cdot dt$$

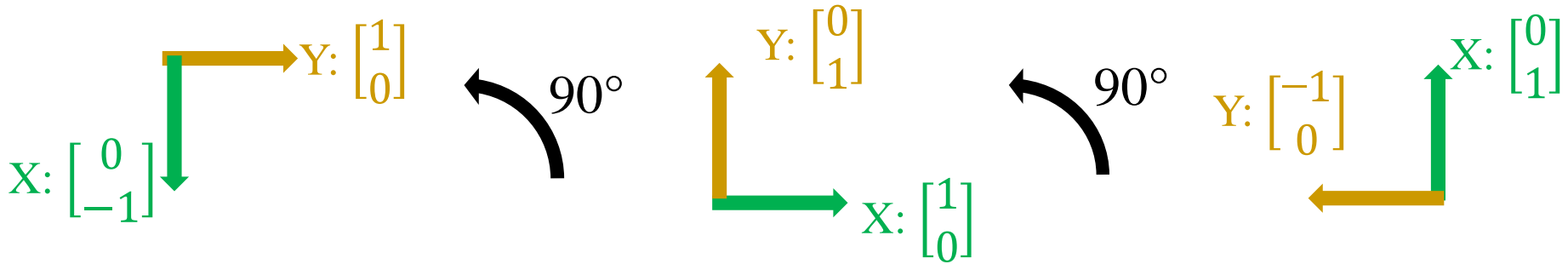
Error accumulates over time

Accelerometer values are mixed with gravity



What if the Motion Includes Rotation also?

Let's model rotation using $Ax = b$ form

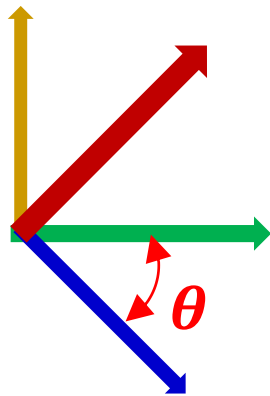


$$\begin{bmatrix} \cos 90^\circ & -\sin 90^\circ \\ \sin 90^\circ & \cos 90^\circ \end{bmatrix} \begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$

$$\begin{bmatrix} \cos 90^\circ & -\sin 90^\circ \\ \sin 90^\circ & \cos 90^\circ \end{bmatrix} \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} 0 & -1 \\ 1 & 0 \end{bmatrix}$$

Mapping Local Coordinate to Global Coordinate

- ❑ So whatever acceleration values we are getting is w.r.t. the IMU's local coordinate system
 - ❑ How to map it to the global coordinate system?
- ❑ Let's first assume that we know the IMU **orientation** w.r.t the global axis



$$\begin{bmatrix} x_G \\ y_G \end{bmatrix} = \begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix} \begin{bmatrix} x_S \\ y_S \end{bmatrix}$$

What if the Motion Includes Rotation also?

For 3D the rotation
matrix is

$$R = R_x(\alpha)R_y(\beta)R_z(\gamma)$$

$$= \begin{bmatrix} \cos \alpha \cos \beta & \cos \alpha \sin \beta \sin \gamma - \sin \alpha \cos \gamma & \cos \alpha \sin \beta \cos \gamma + \sin \alpha \sin \gamma \\ \sin \alpha \cos \beta & \sin \alpha \sin \beta \sin \gamma + \cos \alpha \cos \gamma & \sin \alpha \sin \beta \cos \gamma - \cos \alpha \sin \gamma \\ -\sin \beta & \cos \beta \sin \gamma & \cos \beta \cos \gamma \end{bmatrix}$$

But how to find out the IMU orientation
w.r.t. the global coordinate?

How to Get The 3d Orientation?

- ❑ **Method1:** Using accelerometer and magnetometer

Measures
acceleration

Measures
magnetic north

- ❑ What rotation is needed so that
 - ❑ Gravity is along the z axis
 - ❑ Magnetic north is along the y axis?

$$\begin{bmatrix} 3 \times 3 \\ \text{rotation} \\ \text{matrix} \end{bmatrix} \begin{bmatrix} a_x & m_x \\ a_y & m_y \\ a_z & m_z \end{bmatrix} = \begin{bmatrix} 0 & 0 \\ 0 & M \\ 9.8 & 0 \end{bmatrix}$$

Works well when the IMU is static

When object is moving → gravity measurement is polluted with acceleration

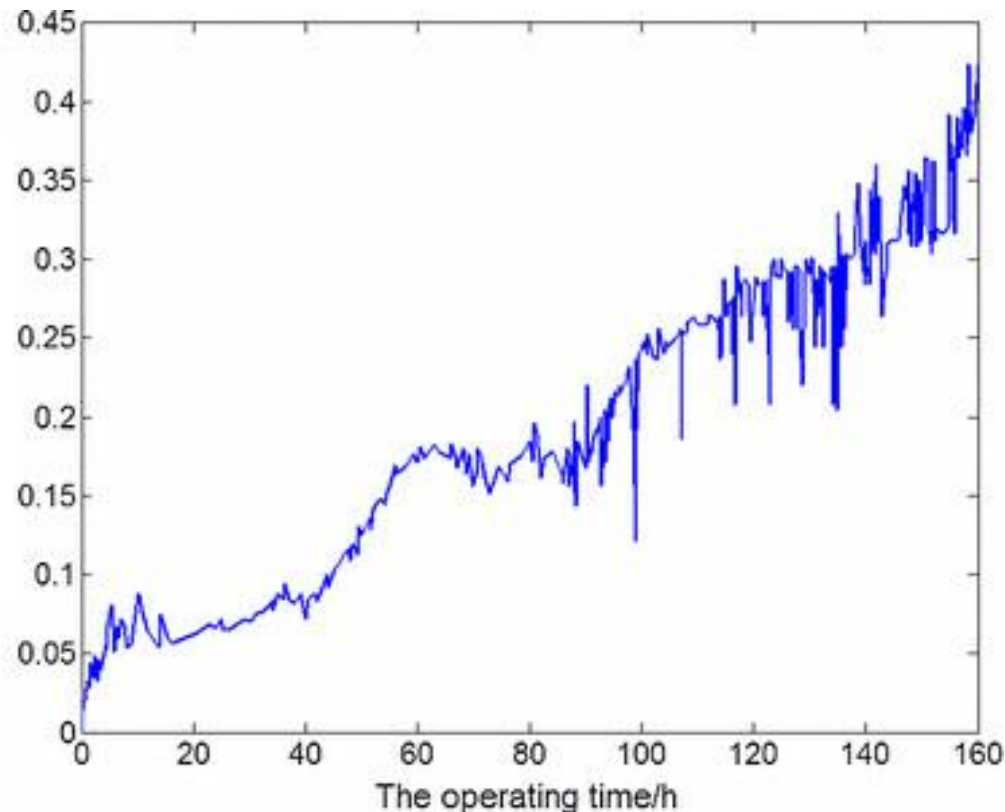
How to Get The 3d Orientation?

- ❑ **Method2:** Using **gyroscope**
 - ❑ Assume that we know the initial orientation

$$\theta_t = \theta_{t-1} + \int_0^t \omega_t . dt$$

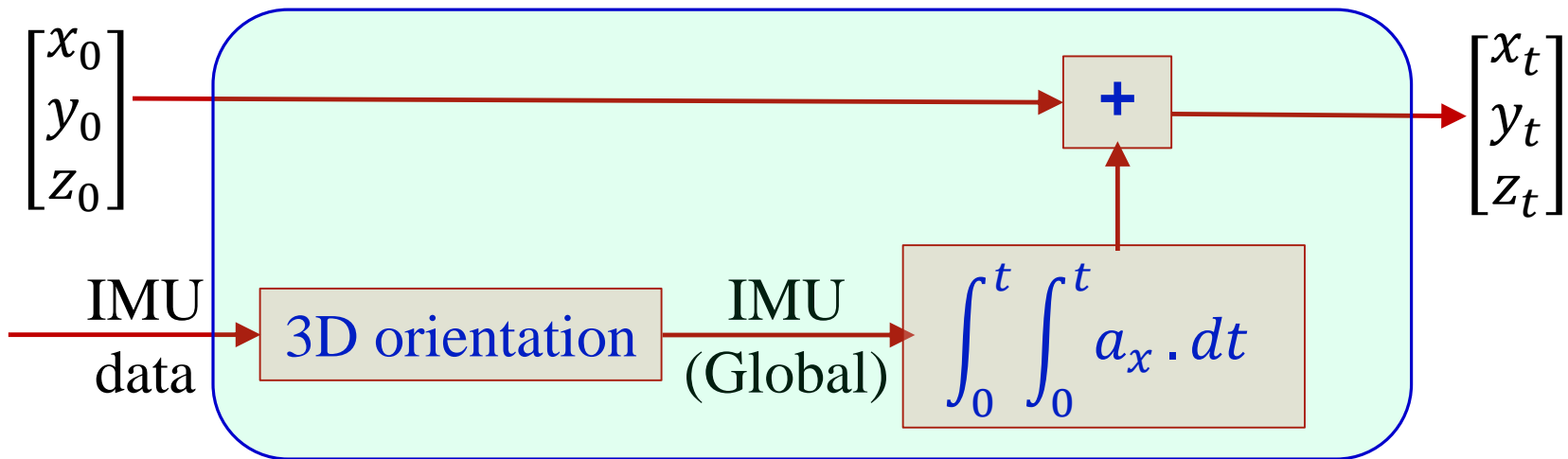
$$\theta_t = \theta_{t-1} + \int_0^t (\omega_t + noise) . dt$$

Error accumulates over time

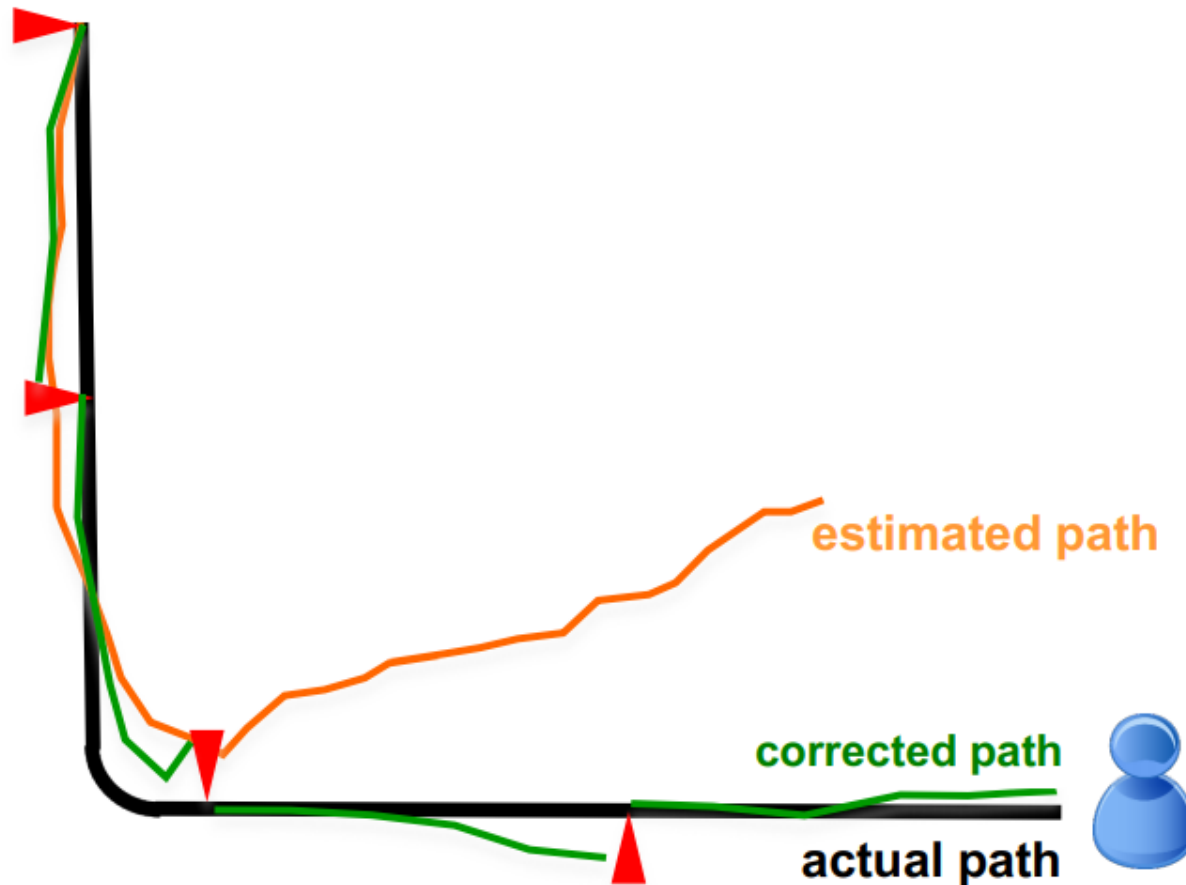


Overall Algorithm

- Someone can use a mixture of **Method1** and **Method2**
 - While static give preference to Method1
 - While moving give preference to Method2



Path Estimation Error Accumulation



Our Experimental Outcome

