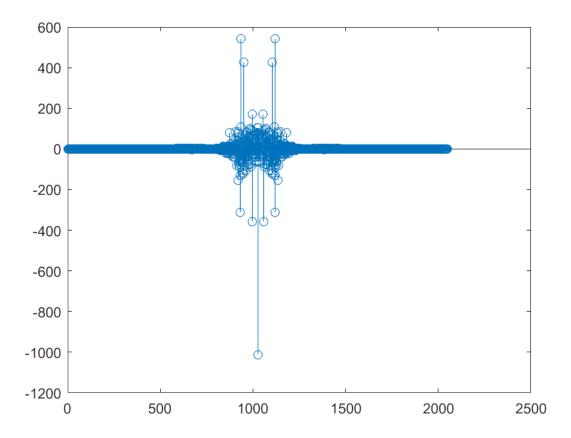
Cleaned-Up Square Conducting Analysis

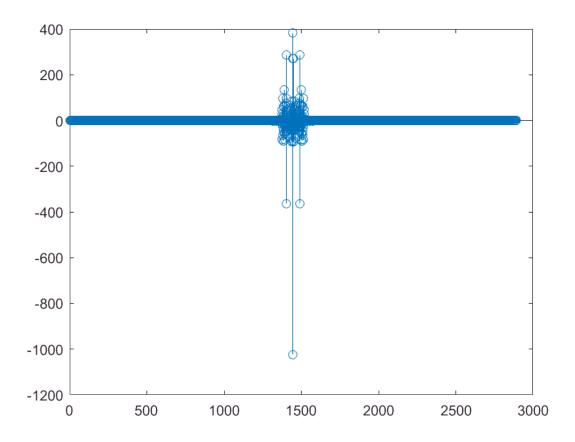
Anil and Samyoung

```
[square_accel, square_gyro] = parsePowerSenseData_1('anil_perfect_square.csv');
```

```
% data grabbing
times = square accel(:,1);
                                          % grab times column
times = times - times(1);
                                          % center unex times
x accel square = square accel(1:end,2); % grab xaccel
z accel square = square accel(1:end,4); % grab yaccel
num = 8;
h = ones(1, num)./num; % define convolution shape
% double moving average on z data
zacc = conv(z accel square, h);
zacc = zacc(1:end-length(h)+1);
zacc = conv(zacc, h);
zacc = zacc(1:end-length(h)+1);
untouchedz = zacc;
% double moving average on x data
xacc = conv(x accel square, h);
xacc = xacc(1:end-length(h)+1);
xacc = conv(xacc, h);
xacc = xacc(1:end-length(h)+1);
```

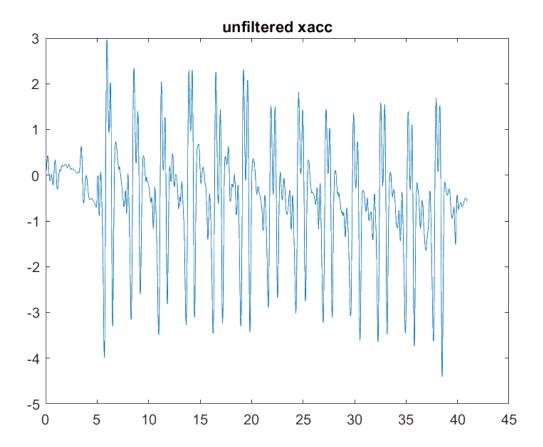


 $stem(real(fftshift(fft(x_ideal))))% check fft of filtered x$

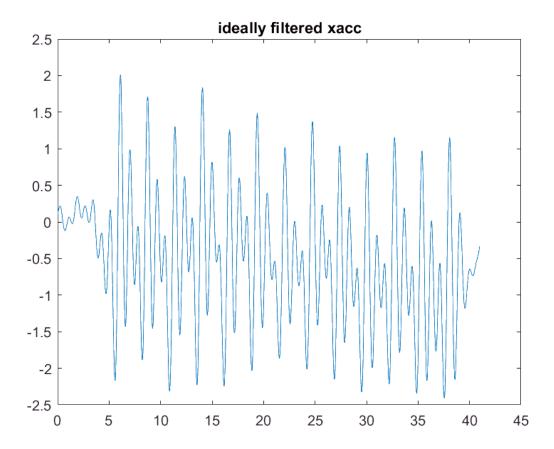


```
% fix convolution additions
error = (length(x_ideal)-length(xacc))/2;
x_ideal = x_ideal(error+1:end-error);

plot(times, xacc)  % plot the original xacc data
title('unfiltered xacc')
```



plot(times, x_ideal) % plot the ideally filtered data title('ideally filtered xacc')



```
% z acceleration beat analysis
% beat de-fuzzing
for i = 1 : size(zacc)-4
    if(abs((zacc(i) - 9.81) < 1) \&\& (abs((zacc(i + 2) - 9.81)) < 1))
        zacc(i) = 9.81;
    end
end
% initialize some arrays
beat0ne = [];
beatThree = [];
% Loop through all zaccels, find ones and threes
for i = 3 : size(zacc)-4
    % beat one checker
    if((zacc(i)== 9.81) \&\& (zacc(i-1)- 9.81 > 0) \&\& (zacc(i+ 1)== 9.81))
        beatOne = cat(1, beatOne, i);
    end
    % beat three checker
    if((zacc(i)== 9.81) \&\& (zacc(i+1)- 9.81 > 0) \&\& (zacc(i- 1)== 9.81))
         beatThree = cat(1, beatThree, i);
    end
end
% Use xaccel to find beat two
binarySignal = x ideal>0.8;
leadingEdges2 = find(diff(binarySignal) >= 1);
beatTwo = leadingEdges2;
```

```
correc = 0.1;
```

```
fours = [];
index = 1;

% use local maximums to find beat 4
[pks, locs] = findpeaks(zacc);

for i = 1:length(pks)
    if pks(i) < 8.1
        fours(index) = locs(i);
        index = index+1;
    end
end

beatFour = fours(3:end);
beatFourTimes = times(beatFour);</pre>
```

```
% Uses indexes to find timestamps beatOne = beatOne(1:end-1)
```

beatOneTimes = times(beatOne)

beatOneTimes =

5.3806
8.0209
10.6212
13.2615
15.9218
18.6821
21.3224
24.0027
26.6630
29.2433

```
good_times = [1 3:5 7:15];
beatTwo = beatTwo(good_times);
beatTwoTimes = times(beatTwo)+correc
```

beatTwoTimes =
6.0007

```
8.6610
11.3613
13.9816
16.6619
19.3222
22.0825
24.7028
27.3831
30.0834
```

```
beatThree = beatThree(2:end);
beatThreeTimes = times(beatThree)
```

```
beatThreeTimes =

6.8008
9.4211
12.0214
14.6617
17.4820
20.0623
22.7626
25.4429
28.0232
30.7235
```

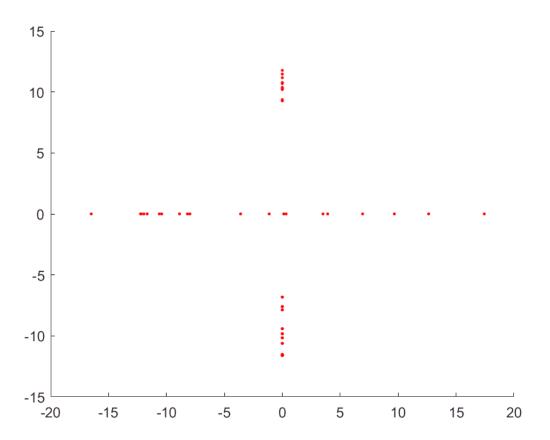
```
zacc squash = zacc;
zacc = zacc-9.81;
% distance integrations
dist ints1 = zeros(1, length(beat0ne)-1);
for i = 1:length(beat0ne)-1
    start temp = beatFour(i);
    end temp = beat0ne(i+1);
    times temp = times(start temp:end temp);
    zacc temp = zacc(start temp:end temp);
    velocity = cumtrapz(times temp, zacc temp);
    position = trapz(times temp, velocity);
    dist ints1(i) = position;
end
% beat 2
dist ints2 = zeros(1, length(beatTwo)-1);
for i = 1:length(beatTwo)-1
    start temp = beatOne(i);
    end temp = beatTwo(i);
    times temp = times(start temp:end temp);
    xacc temp = xacc(start temp:end temp);
    velocity = cumtrapz(times temp, xacc temp);
    % figure()
    % plot(times temp, velocity)
```

```
position = trapz(times temp, velocity);
    dist ints2(i) = position;
end
% beat 3
dist ints3 = zeros(1, length(beatThree)-1);
for i = 1:length(beatThree)-1
    start temp = beatTwo(i);
    end temp = beatThree(i);
    times temp = times(start temp:end temp);
    xacc temp = xacc(start temp:end temp);
    velocity = cumtrapz(times temp, xacc temp);
    % figure
    % plot(times temp, xacc temp)
    position = trapz(times temp, velocity);
    dist ints3(i) = position;
end
% beat 4
dist ints4 = zeros(1, length(beatThree)-1);
for i = 1:length(beatFour)-1
    start temp = beatThree(i);
    end temp = beatFour(i);
    times temp = times(start temp:end temp);
    zacc temp = zacc(start temp:end temp);
    velocity = cumtrapz(times temp, zacc temp);
    % figure
    % plot(times temp, zacc temp)
    position = trapz(times temp, velocity);
    dist ints4(i) = position;
end
```

```
% conversion
m2in = 39.3701;
za = zeros(1, length(dist_ints1));
dist1 = [za; dist_ints1.*m2in];
dist2 = [dist_ints2.*m2in; za];
dist3 = [dist_ints3.*m2in; za];
dist4 = [za; dist_ints4.*m2in];

% chop last 2
dist1 = dist1(:, 1:end-2);
dist2 = dist2(:, 1:end-2);
dist3 = dist3(:, 1:end-2);
dist4 = dist4(:, 1:end-2);
```

```
figure
hold on
plot(dist1(1,:), dist1(2,:), 'r.')
plot(dist1(1,:), dist1(2,:), 'r.')
plot(dist2(1,:), dist2(2,:), 'r.')
plot(dist3(1,:), dist3(2,:), 'r.')
plot(dist4(1,:), dist4(2,:), 'r.')
```



```
% find beat lengths
onetotwo = beatTwoTimes-beatOneTimes;
twotothree = beatThreeTimes-beatTwoTimes;
threetofour = beatFourTimes-beatThreeTimes;
```

```
% analyzing distances
% find averages
dist1_avg = sum(dist1(2,:)/length(dist1(2,:)))

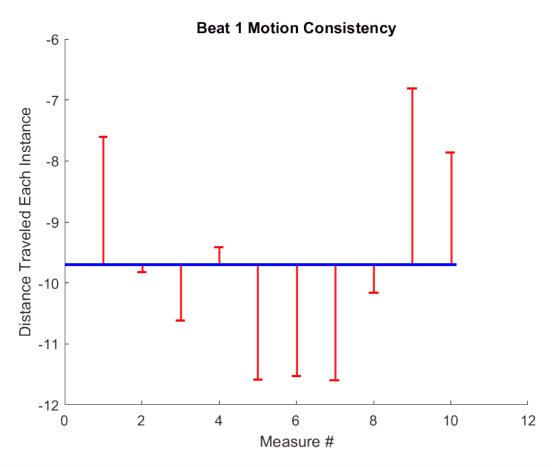
dist1_avg = -9.7006

dist2_avg = sum(dist2(1,:)/length(dist2(1,:)))

dist2_avg = -11.0600
```

 $dist3_avg = sum(dist3(1,:)/length(dist3(1,:)))$

```
dist3 avg = 4.9796
dist4 \ avg = sum(dist4(2,:)/length(dist4(2,:)))
dist4_avg = 10.5340
% find unsigned errors
dist1 err = abs(abs(dist1 avg-dist1(2,:))/dist1 avg);
dist2 err = abs(abs(dist2_avg-dist2(1,:))/dist2_avg);
dist3_err = abs(abs(dist3_avg-dist3(1,:))/dist3_avg);
dist4 err = abs(abs(dist4 avg-dist4(2,:))/dist4 avg);
% find signed errors
sdist1 err = dist1 avg-dist1(2,:)/dist1 avg;
sdist2_err = dist2_avg-dist2(1,:)/dist2_avg;
sdist3 err = dist3 avg-dist3(1,:)/dist3 avg;
sdist4 err = dist4 avg-dist4(2,:)/dist4 avg;
% find avg errors
errlavg = mean(dist1_err)
err1avg = 0.1466
err2avg = mean(dist2_err)
err2avg = 0.1669
err3avg = mean(dist3 err)
err3avg = 1.0740
err4avg = mean(dist4 err)
err4avg = 0.0606
% consistency
const1 = 1-errlavg
const1 = 0.8534
const2 = 1-err2avg
const2 = 0.8331
const3 = 1-err3avg
const3 = -0.0740
const4 = 1-err4avg
const4 = 0.9394
% plot error
% beat 1 error
```

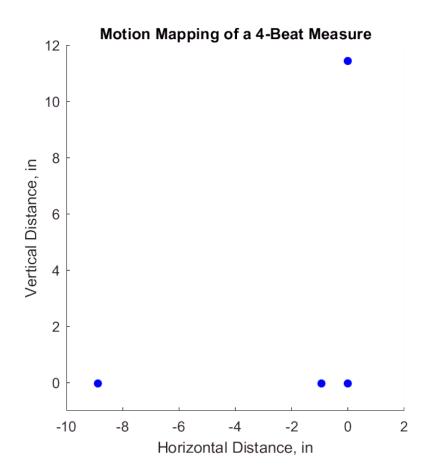


```
%
% errorbar(x,y,err,'-s','MarkerSize',10,...
% 'MarkerEdgeColor','red','MarkerFaceColor','red')
```

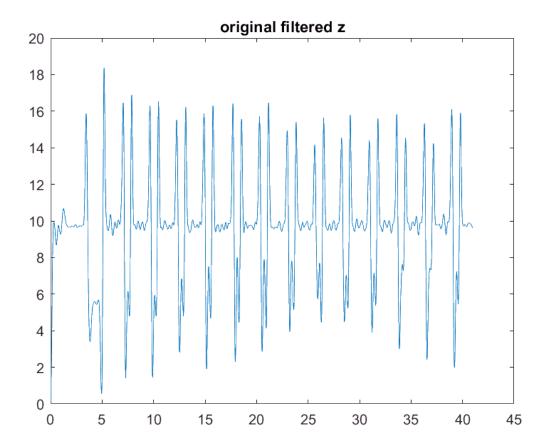
```
% Plot a path for 1 beat clf hold on mov1 = dist1(:,6); mov2 = dist2(:,6); mov3 = dist3(:,6);
```

```
mov4 = dist4(:,6);
zero = [0;0];
sz = 20;

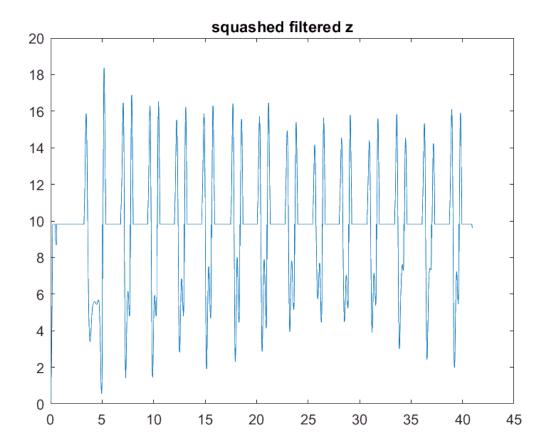
plot(mov1(1), mov1(2)+11.5,'b.', 'markersize', sz)
plot(mov2(1), mov1(2)+11.5,'b.', 'markersize', sz)
plot(mov2(1)+mov3(1)+1, mov1(2)+11.5,'b.', 'markersize', sz)
plot(mov4(1), mov1(2)+mov4(2)+11.5,'b.', 'markersize', sz)
axis('equal')
axis([-10 2 -1 12])
title('Motion Mapping of a 4-Beat Measure')
xlabel('Horizontal Distance, in')
ylabel('Vertical Distance, in')
hold off
```



```
% visualize all data plot(times,untouchedz) title('original filtered z')
```



plot(times,zacc_squash)
title('squashed filtered z')



plot(times(200:750),x_ideal(200:750))
title('original filtered x')

