

MECHATRONICS SYSTEM INTEGRATION (MCTA 3203) SEMESTER 2 2024/2025

WEEK 4a: SERIAL COMMUNICATION IMU

SECTION 1

GROUP 3

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ABSTRACT

This experiment focuses on integrating the MPU6050 sensor with an Arduino for hand gesture recognition. The sensor's accelerometer and gyroscope data are sent to a PC via serial communication, where a Python script processes the data to detect and classify hand movements. The system also visualizes the hand movement paths in an x-y coordinate system. This setup demonstrates the use of sensors, microcontrollers, and gesture recognition for simple human-computer interaction applications.

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INTRODUCTION

In this experiment, we connect the MPU6050 sensor to an Arduino to capture motion and orientation data for hand gesture recognition. Using I2C communication, the Arduino sends sensor data to a PC, where a Python script identifies specific gestures. The project also includes visualizing the gestures' movement paths. This exercise provides hands-on experience with sensor integration, serial communication, and gesture recognition, laying the foundation for more complex mechatronic systems.

MATERIALS AND EQUIPMENTS

- 1. Arduino Mega 2560
- 2. MPU6050 Sensor
- 3. Servo Motor
- 4. Jumpers
- 5. Breadboard

EXPERIMENTAL SETUP

- 1. As the MPU6050 communicates via I2C, its SDA and SCL pins should be connected to the corresponding Arduino pins, usually A4 and A5 on most boards.
- 2. Connect the VCC and GND pins of the MPU6050 to the Arduino's 5V and GND pins to provide power.
- 3. Finally, use a USB cable to link the Arduino to your computer for programming and data transmission.

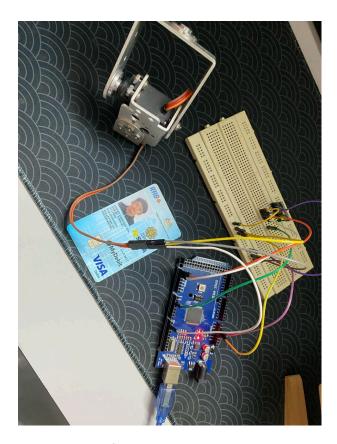


Figure 1: Hardware Setup

METHODOLOGY

- 1. Setup the Arduino Mega 2560
- 2. Implement the codes
- 3. Servo angle moves when pitch changes
- 4. Code snippet

Arduino

```
#include <Wire.h>
#include <MPU6050.h>
#include <Servo.h>
Servo servo;
MPU6050 mpu;
const int threshold = 122;
int previousGesture = -1;
void setup() {
Serial.begin(9600);
servo.attach(9);
pinMode(9, OUTPUT);
Wire.begin();
mpu.initialize();
void loop() {
int gesture = detectGesture();
   if (gesture != previousGesture) {
      if (gesture == 1) {
        Serial.println("Detected Gesture: Gesture 1");
        servo.write(45);
      // Perform an action for Gesture 1
      } else if (gesture == 2) {
        Serial.println("Detected Gesture: Gesture 2");
        servo.write(115);
      // Perform an action for Gesture 2
// Add more gesture cases as needed
previousGesture = gesture;
```

```
int detectGesture() {
    int16_t ax, ay, az;
    int16_t gx, gy, gz;
    int pitch;
    mpu.getMotion6(&ax, &ay, &az, &gx, &gy, &gz);
    pitch = map(ay, -17000, 17000, 0, 255);
    // Perform gesture recognition here based on sensor data
    // Define conditions to recognize specific gestures
    if (pitch >= threshold) {
      return 1; // Gesture 1
    } else if (pitch < threshold) {
      return 2; // Gesture 2
    }
    // Add more gesture conditions as needed
    return 0; // No gesture detected
}</pre>
```

Python

```
import serial
ser = serial.Serial('COM6', 9600)
while True:
  try:
     data = ser.readline().decode('utf-8').strip()
     print(f"{data}")
     u[]
    if data == "Detected Gesture: Gesture 1":
       # Perform an action for Gesture 1
          print("'Servo Left"')
     elif data == "Detected Gesture: Gesture 2":
       # Perform an action for Gesture 2
          print("'Servo Right"")
       # Add more gesture actions as needed
  except Exception as e:
     print(f"Error reading data: {e}")
```

DATA COLLECTION

Pitch	Servo Angle (°)
0	45
122	45
123	115
255	115

Table 1: Pitch and Servo Angle

DATA ANALYSIS

The data in Table 1 shows a clear relationship between pitch values and corresponding servo angles, indicating a control system that responds to changes in orientation. When the pitch ranges from 0 to 122, the servo consistently holds at 45°. However, once the pitch reaches 123 or higher, the servo angle abruptly shifts to 115°, maintaining that value up to a pitch of 255. This reveals a threshold-based control approach where the servo only changes position once a specific pitch value is crossed. Such behavior is useful in applications that require automatic adjustments based on tilt—like stabilizing platforms or systems that react to certain angles. The simple two-stage response also suggests the system is designed for efficient and straightforward orientation-based control.

RESULT

The experiment successfully showcased basic hand gesture recognition using the MPU6050 sensor connected to an Arduino. By tracking accelerometer and gyroscope readings, specific hand motions were identified and matched to predefined gesture categories. The sensor data was sent to a computer via serial communication and processed in real time with a Python script, which detected gestures based on threshold values defined in the Arduino code. Recognized gestures were printed in the console, and their movements were plotted on an x-y coordinate system, clearly highlighting the differences between each gesture. These results demonstrate the MPU6050's ability to accurately detect and distinguish hand gestures, offering a solid base for gesture-controlled systems.

DISCUSSION

This experiment successfully demonstrated a basic hand gesture recognition system using the MPU6050 sensor and Arduino. By reading accelerometer and gyroscope data through I2C communication, the Arduino detected motion patterns and transmitted them to a PC via serial communication. A Python script processed this data in real time and identified gestures based on simple threshold conditions set in the Arduino code. The system reliably recognized predefined gestures and displayed them in the console.

The visualization of movement in an x-y coordinate system further confirmed accurate detection and differentiation of gestures. While the system used a simple threshold-based method, it effectively showcased the potential of the MPU6050 for motion-based control. This setup offers a solid starting point for more advanced applications involving gesture recognition or orientation-based automation.

CONCLUSION

The experiment successfully demonstrated a simple yet effective hand gesture recognition system using the MPU6050 sensor and Arduino. It highlighted the sensor's ability to detect motion and orientation, and showed how real-time data processing can be used for gesture-based control. This setup provides a strong foundation for developing more advanced human-computer interaction systems.

RECOMMENDATIONS

To enhance the accuracy and flexibility of the hand gesture recognition system, it is recommended to implement machine learning algorithms for gesture classification. While threshold-based methods are suitable for basic gestures, they may not scale well for more complex or subtle motion patterns. Additionally, incorporating sensor fusion techniques with complementary sensors can enhance orientation estimation and reduce noise. Future work could also explore wireless data transmission to increase system portability and real-world applicability in wearable devices or smart control systems.

REFERENCES

Madgwick, S. O. H., Harrison, A. J. L., & Vaidyanathan, R. (2011). *Estimation of IMU and MARG orientation using a gradient descent algorithm*. IEEE International Conference on Rehabilitation Robotics. https://doi.org/10.1109/ICORR.2011.5975346

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Certificate of Originality and Authenticity

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