

# MPU-6050





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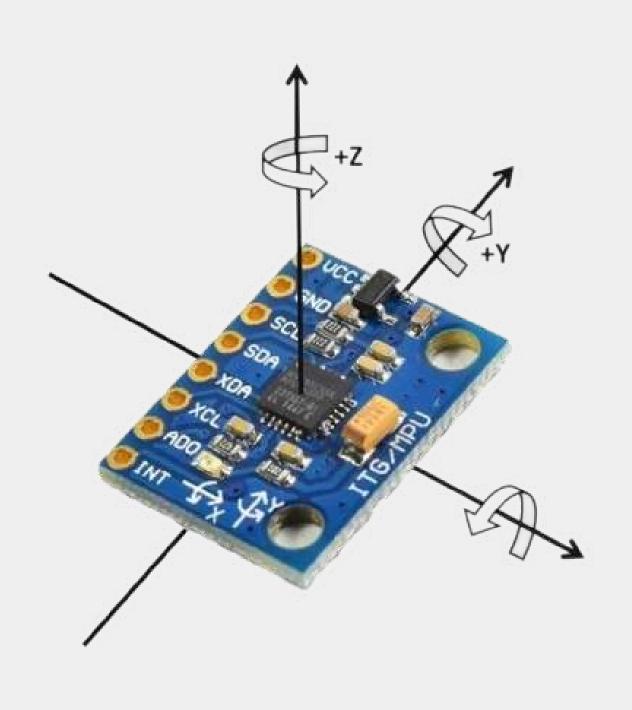






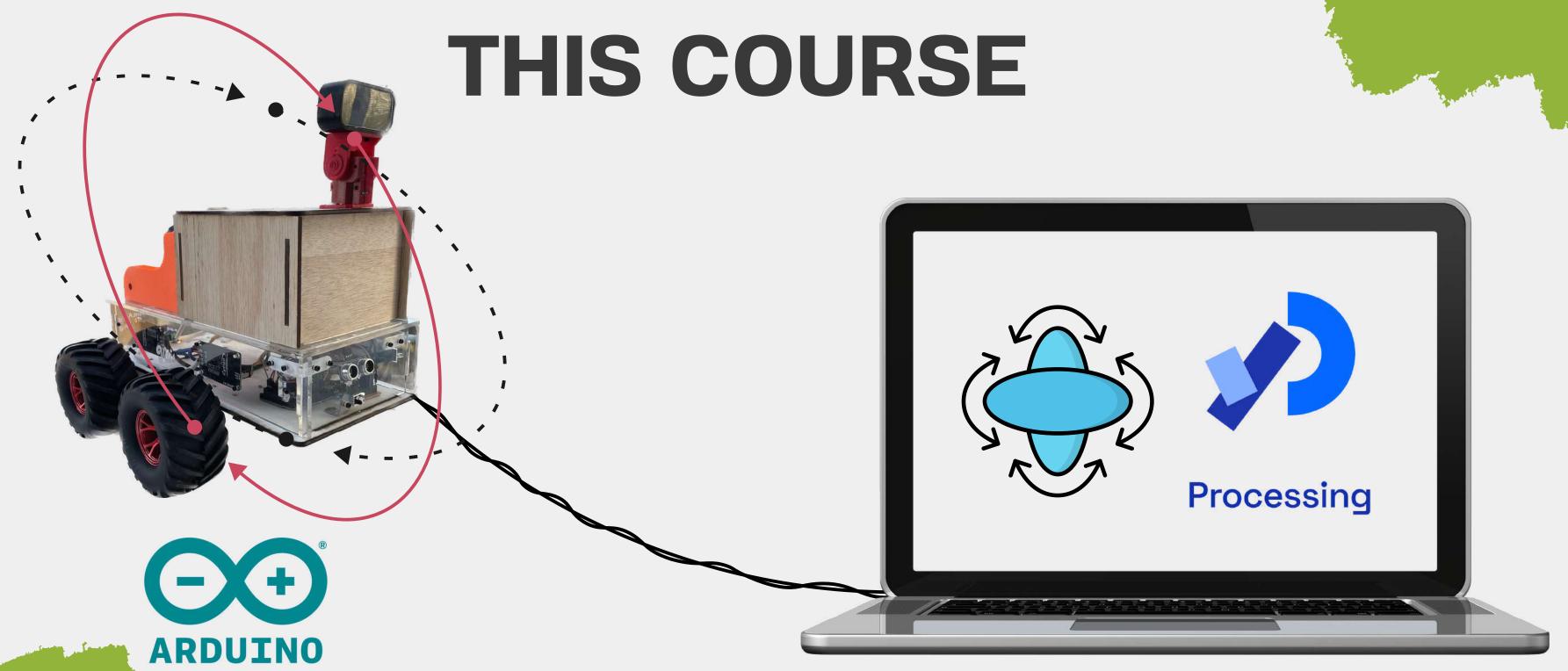


# WHY A MPU-6050?









#### ARDUINO PART





```
↑ Arduino Uno

ode_processing_acc.ino

#include <Wire.h>
#include <Adafruit_MPU6050.h>
#include <Adafruit_Sensor.h>

4
```



#### ARDUINO PART

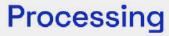


```
void loop() {
  unsigned long currentMillis = millis();
  if (currentMillis - lastMillis >= 10) { // Envoyer des données toutes les 10 ms
  lastMillis = currentMillis;
```

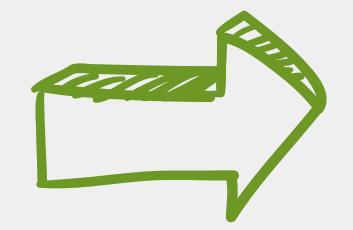
```
// Gyro data
gyroX = g.gyro.x;
gyroY = g.gyro.y;
gyroZ = g.gyro.z;

// Acceleration data
accelX = a.acceleration.x;
accelY = a.acceleration.y;
accelZ = a.acceleration.z;
```









```
import processing.serial.*;

Serial arduinoPort;

float angleX = 0.0;

float angleY = 0.0;

float angleZ = 0.0;
```

```
Serial.nrint("."):

Nortie Moniteur série ×

Message (Enter to send message to 'Arduino Uno' on 'COM7')

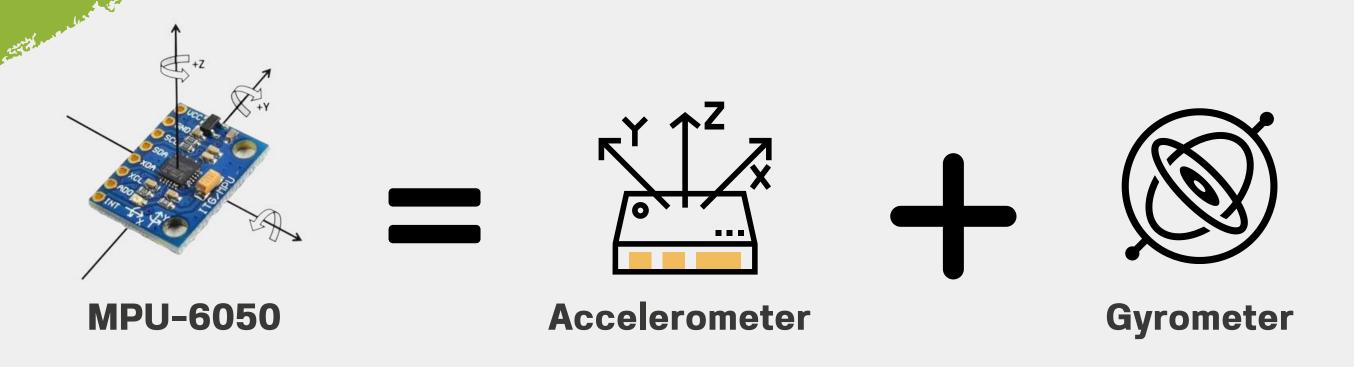
16, 0.01, -0.05, 1.70, 8.00, -6.13

0.17, 0.01, 0.07, 1.88, 8.08, -6.13

0.23, 0.05, 0.07, 1.70, 7.96, -6.35
```







Only Accelerometer

3 code suggestions :

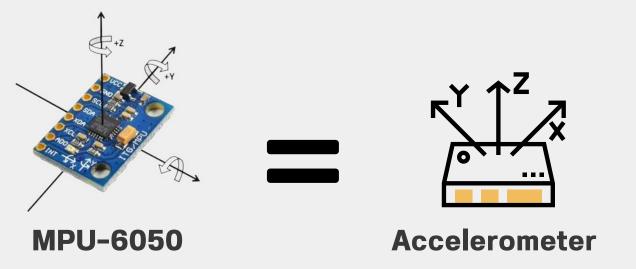
- Only Gyrometer
- Accelerometer and Gyrometer











```
String[] values = split(data, ',');
if (values.length == 6) {
    float accelX = float(values[3]);
    float accelY = float(values[4]);
    float accelZ = float(values[5]);

anglesX = asin(accelX / g);
anglesY = atan(accelY / accelZ);
}
```



DEMONSTRATION



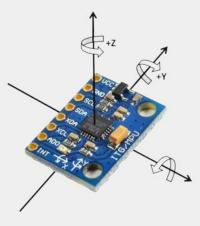








**Processing** 







**MPU-6050** 

Gyrometer

```
Ф
```

```
Ψ
```

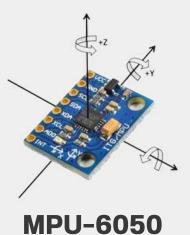
```
float gyroX = float(values[0]) - gyroXOffset;
float gyroY = float(values[1]) - gyroYOffset;
float gyroZ = float(values[2]) - gyroZOffset;

// Vérifier si les valeurs gyroscopiques sont supérieures au seuil
if (abs(gyroX) > gyroThreshold || abs(gyroY) > gyroThreshold || abs(gyroZ) > gyroThreshold) {
    // Ajustez la vitesse de rotation pour un mouvement plus rapide
    angleX += gyroX * 0.01;
    angleY += gyroY * 0.01;
    angleZ += gyroZ * 0.01;
}
```















**Gyrometer** 

 $\theta$ 

# Ф

# $\Psi$

```
// Ajustez la vitesse de rotation pour un mouvement plus rapide
angleX += gyroX * 0.01;
angleY += gyroY * 0.01;
angleZ += gyroZ * 0.01;
}
// Faire la moyenne entre le gyro et l'accéléromètre
angleX = angleX/2 + asin(accelX / g);
angleY = angleY/2 + atan(accelY / accelZ);
```

Accelerometer

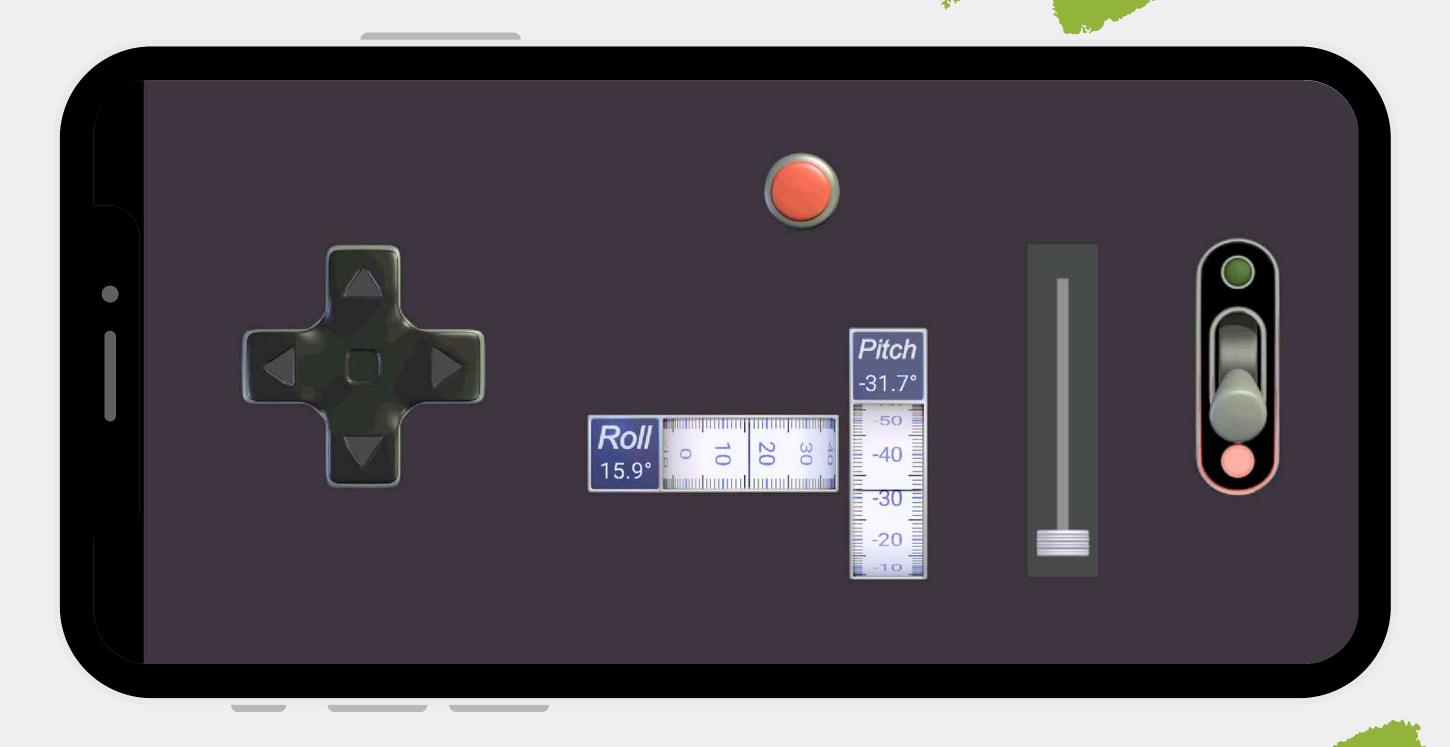




#### DEMONSTRATION

## BONUS!







### CONCLUSION

















