

# Motion Capture Analysis of Diabolo Juggling

Jeb Cui (Computer Systems Lab '22)



01

## **BACKGROUND**

CS world of diabolos

02

## **METHODS**

Vicon, Models, and Flask

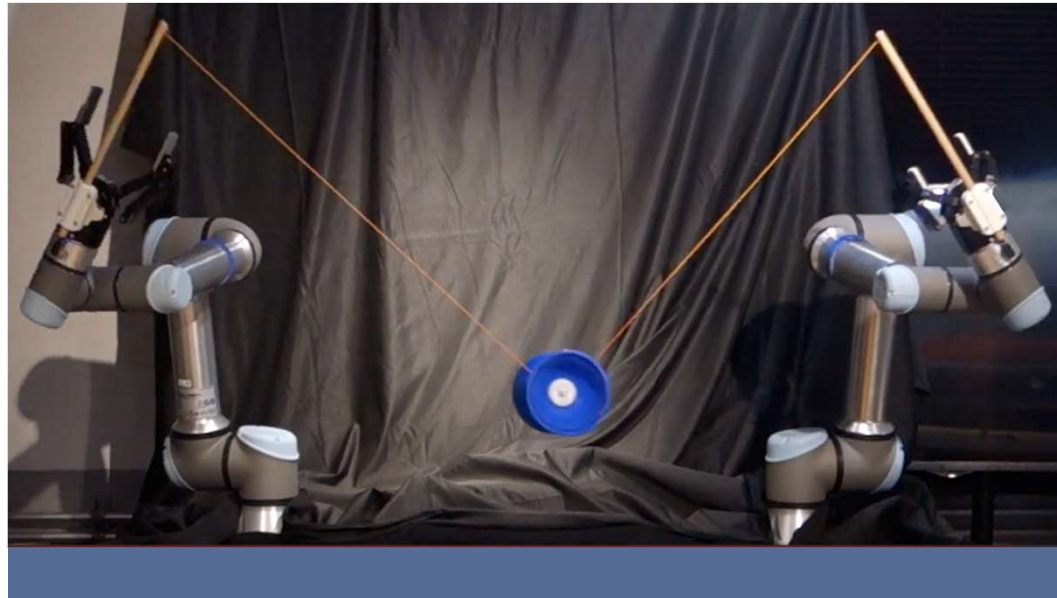
03

## **RESULTS**

Comparing the models

## Background: CS world of Diabolos

01



**von Drigalski et al.**

A diabolo predictor that estimates the next state based on the current state and the stick positions. Using the forward Euler method with constraints.

### Murooka et al.

Diabolo-Manipulation-Net trained using the diabolo's pitch and yaw, and the robot's arm height difference and robot's spin speed.



# Vicon Motion Capture System

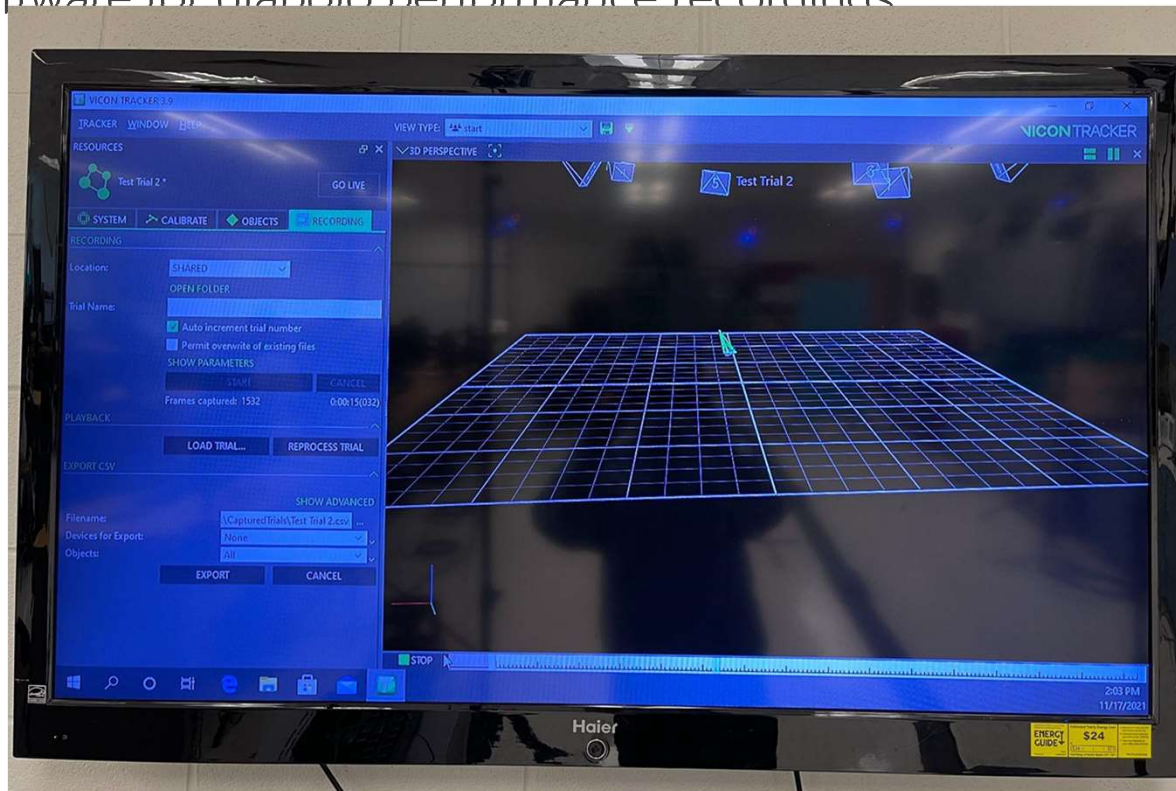
9 Cameras (MX T20's and MX T40's) and retroreflective marker

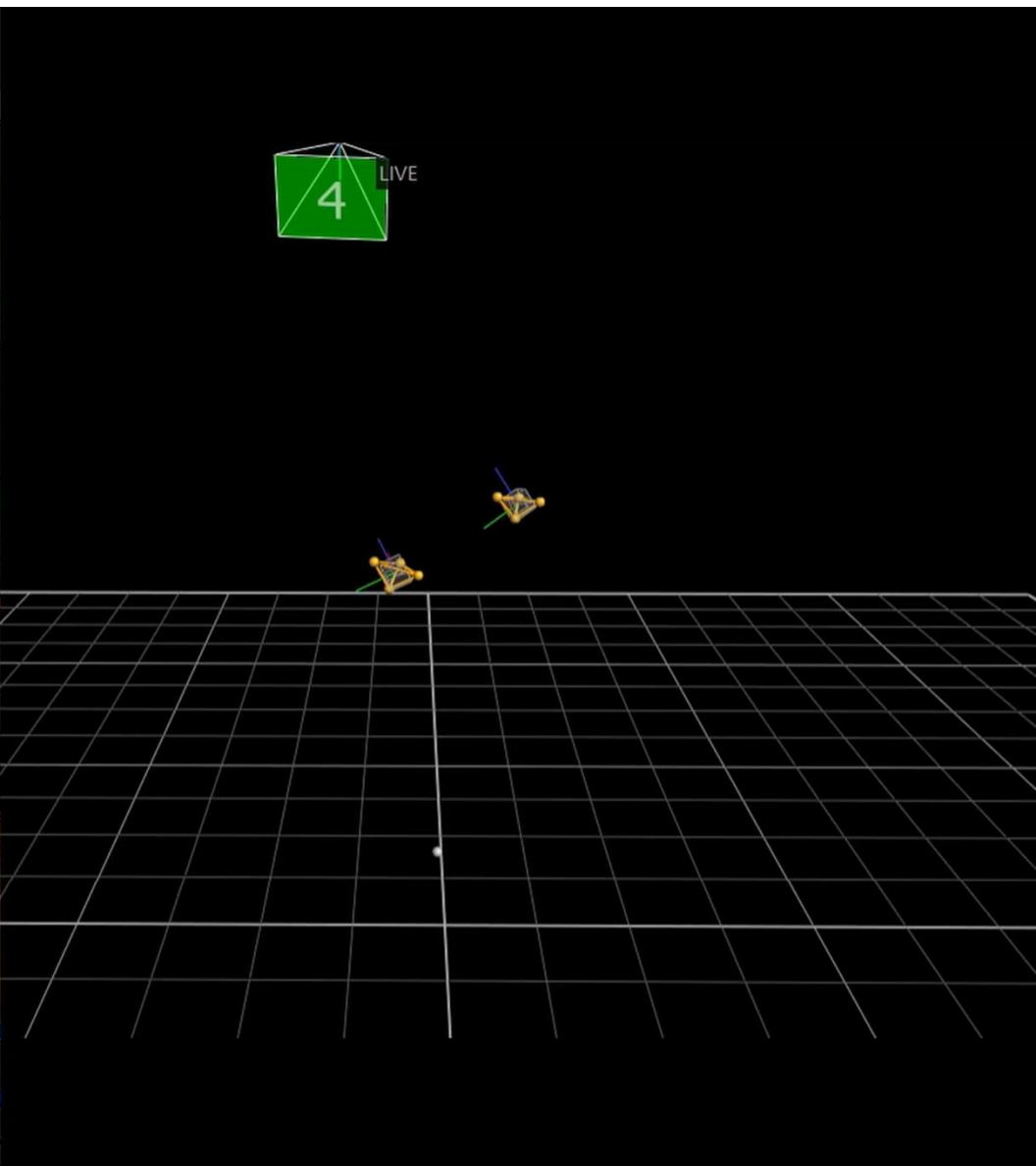


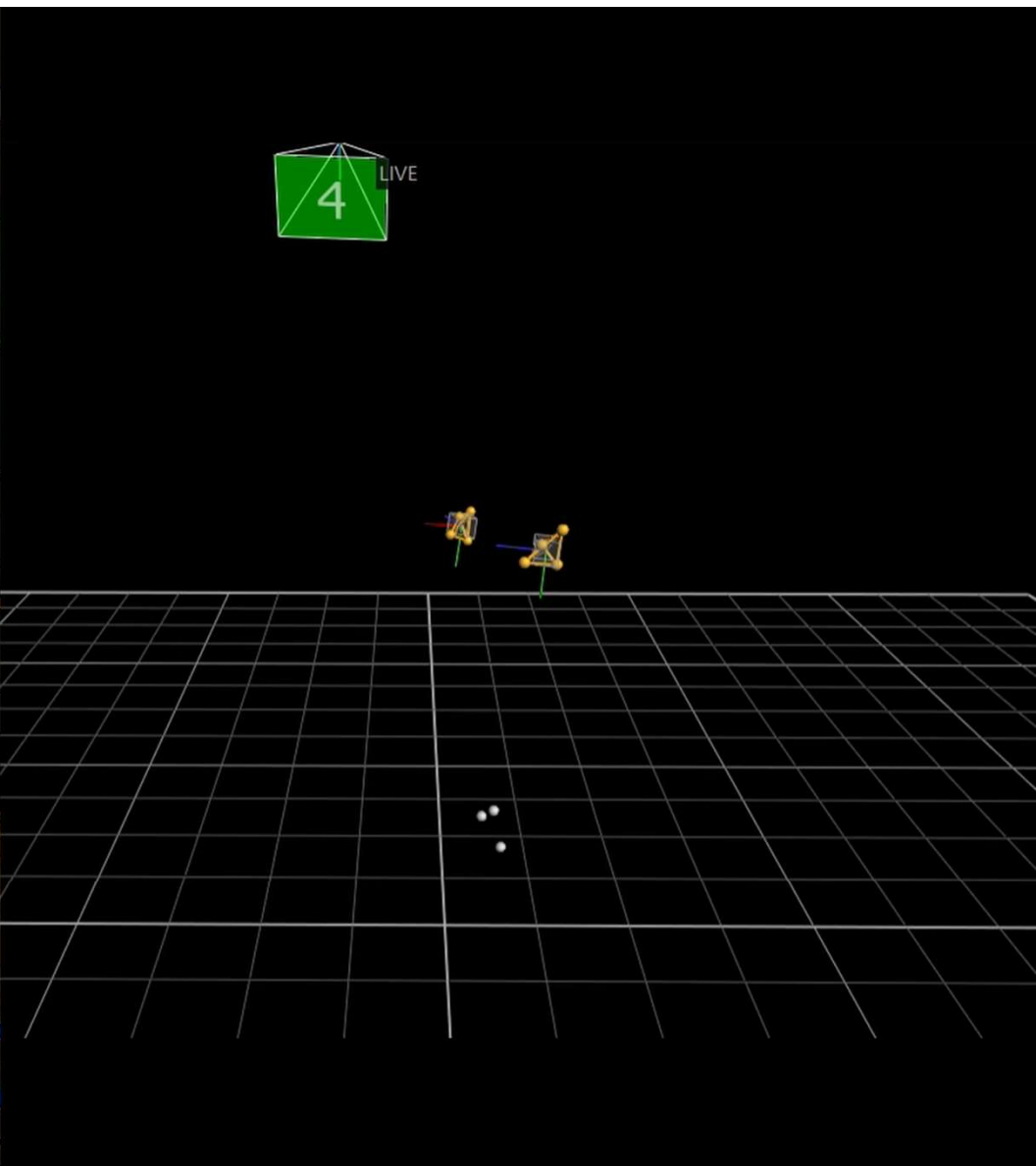


# Vicon Motion Capture System

Vicon Tracker Software for diabolic performance recordings



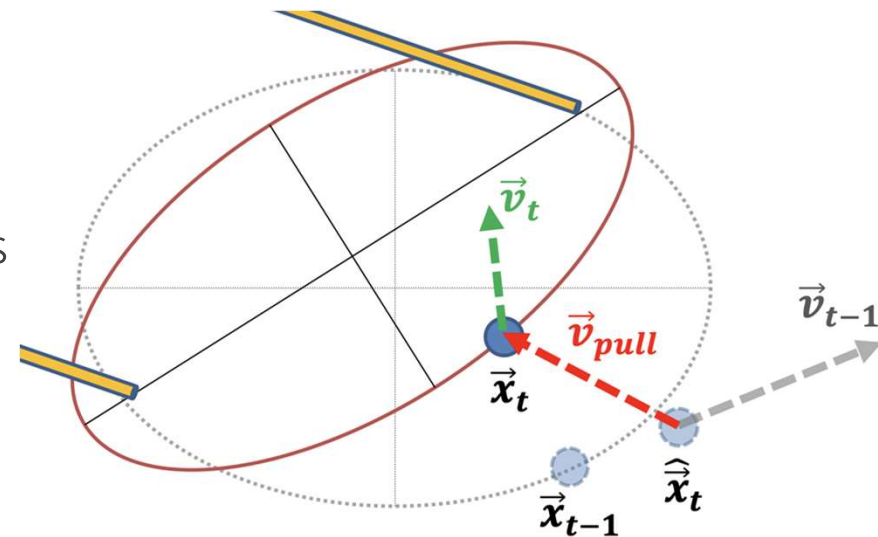






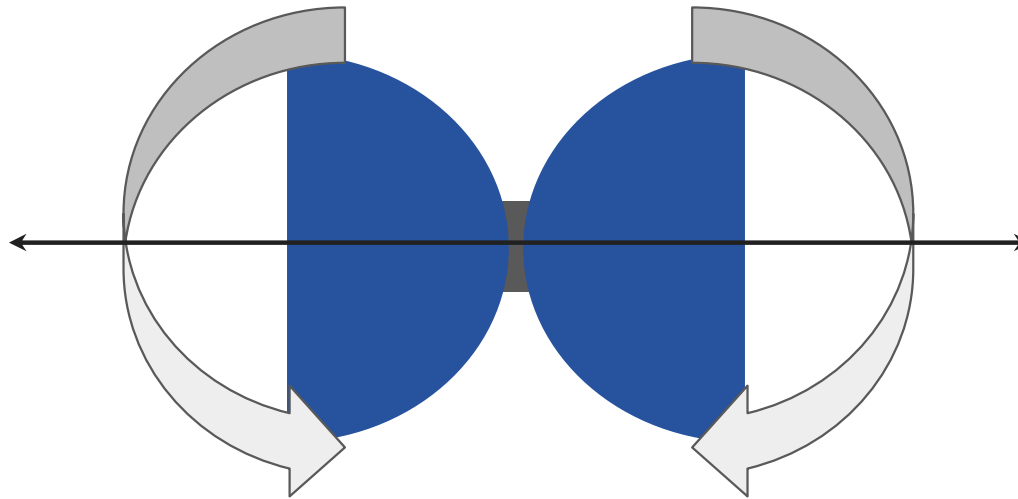
# Analytical Model

- Built on von Drigalski et al.'s model by incorporating pitch prediction
- Transpiled researcher's algorithm into Python
  - Removed C++ specific library dependencies



# Pitch Prediction Algorithm

- Diabolo Skill Analysis by Rodriguez Ladron de Guevara et al.
- Pitch is calculated based on stick's offset angle and angular velocity



# Pitch Prediction Algorithm

---

**Algorithm 1** Pitch predicting algorithm

---

**Require:**  $Q$  = Quaternion angles,  $\omega$  = rotational speeds,  $R, L$  = right and left stick positions

```

function PITCH-PREDICTION( $Q, \omega, R, L$ )
  |Pitches|  $\leftarrow n$  ▷ n is total number of time steps
  |Offsets|  $\leftarrow n$ 
  for  $t \leftarrow 1 \dots t_n$  do
     $d \leftarrow Q_t \langle 0, 0, 1 \rangle Q'_t$  ▷ Quaternion rotation
     $h \leftarrow \frac{\langle d_1, d_2, 0 \rangle}{\|\langle d_1, d_2, 0 \rangle\|}$ 
     $\Delta s \leftarrow R_t - L_t$ 
     $\Delta s \leftarrow \frac{\langle \Delta s_1, \Delta s_2, 0 \rangle}{\|\langle \Delta s_1, \Delta s_2, 0 \rangle\|}$ 
     $\text{Offsets}_t \leftarrow \cos^{-1}(\Delta s \cdot h) - \pi/2$ 
    if  $t = 1$  then
       $\text{Pitches}_1 \leftarrow \cos^{-1}(d \cdot h)$ 
      if  $d_3 \leq 0$  then
         $\text{Pitches}_1 \leftarrow -\text{Pitches}_1$ 
      end if
    end if
  end for
  SAVITZKY-GOLAY FILTER(Offsets, 101, 5)
  for  $t \leftarrow 1 \dots t_{n-1}$  do
     $\frac{dP}{dt} \leftarrow k \cdot \frac{\text{Offsets}_t}{\omega_t}$  ▷ k is the empirical constant of proportionality
     $\text{Pitches}_{t+1} \leftarrow \text{Pitches}_t + \frac{dP}{dt} \Delta t$ 
  end for
  return Pitches
end function

```

---

# Pitch Prediction Algorithm

---

**Algorithm 1** Pitch predicting algorithm

---

**Require:**  $Q$  = Quaternion angles,  $\omega$  = rotational speeds,  $R, L$  = right and left stick positions

**function** PITCH-PREDICTION( $Q, \omega, R, L$ )

$|Pitches| \leftarrow n$

$\triangleright$   $n$  is total number of time steps

$|Offsets| \leftarrow n$

**for**  $t \leftarrow 1 \dots t_n$  **do**

$d \leftarrow Q_t \langle 0, 0, 1 \rangle Q'_t$

$\triangleright$  Quaternion rotation

$h \leftarrow \frac{\langle d_1, d_2, 0 \rangle}{\|\langle d_1, d_2, 0 \rangle\|}$

$\Delta s \leftarrow R_t - L_t$

$\Delta s \leftarrow \frac{\langle \Delta s_1, \Delta s_2, 0 \rangle}{\|\langle \Delta s_1, \Delta s_2, 0 \rangle\|}$

$Offsets_t \leftarrow \cos^{-1}(\Delta s \cdot h) - \pi/2$

**if**  $t = 1$  **then**

$Pitches_1 \leftarrow \cos^{-1}(d \cdot h)$

**if**  $d_3 \leq 0$  **then**

$Pitches_1 \leftarrow -Pitches_1$

**end if**

**end if**

**end for**



# Pitch Prediction Algorithm

02

SAVITZKY-GOLAY FILTER(Offsets, 101, 5)

# Pitch Prediction Algorithm

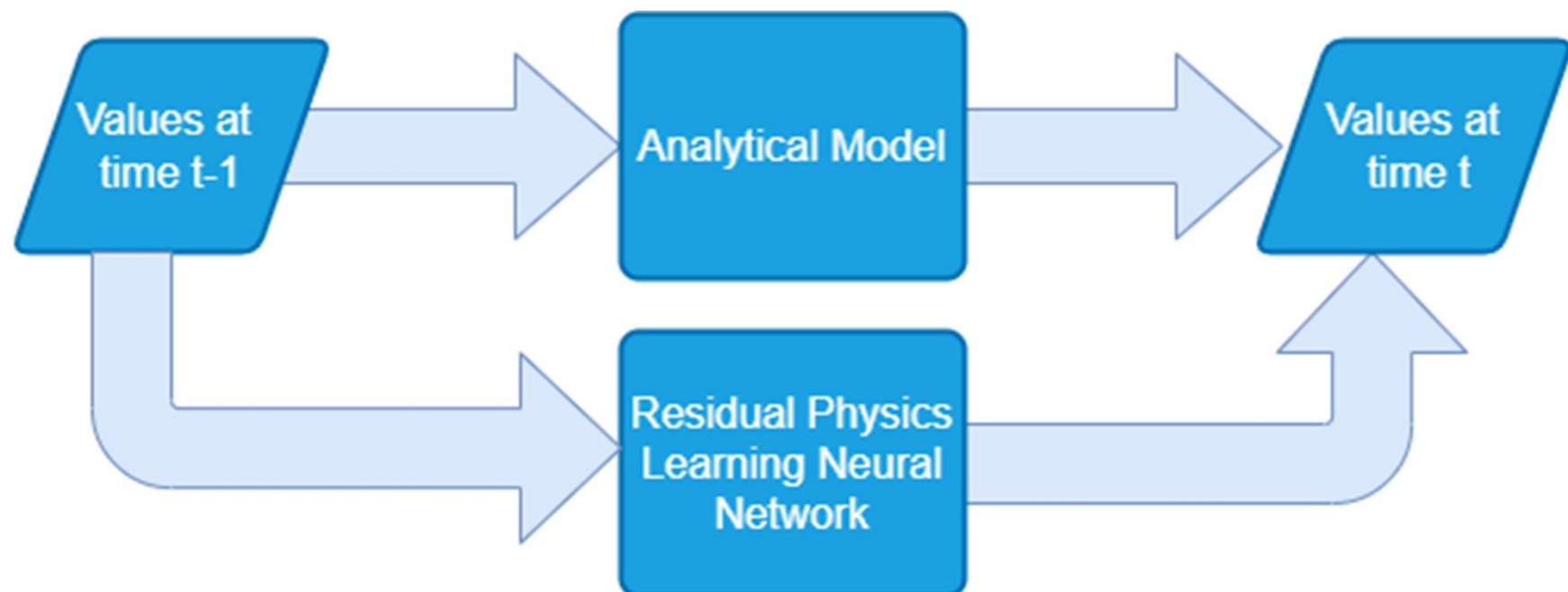
```
for  $t \leftarrow 1 \dots t_{n-1}$  do  
     $\frac{dP}{dt} \leftarrow k \cdot \frac{\text{Offsets}_t}{\omega_t}$   $\triangleright$   $k$  is the empirical constant of proportionality  
     $\text{Pitches}_{t+1} \leftarrow \text{Pitches}_t + \frac{dP}{dt} \Delta t$   
end for  
return Pitches  
end function
```

---

# Residual-Physics Learning Neural Network

- The analytical model deviates from real life
- A Residual-Physics Learning Neural Network (R-PLNN) predicts the differences
- von Drigalski et al. vs Zeng et al.
- R-PLNN: Keras/Tensorflow and Sequential Model

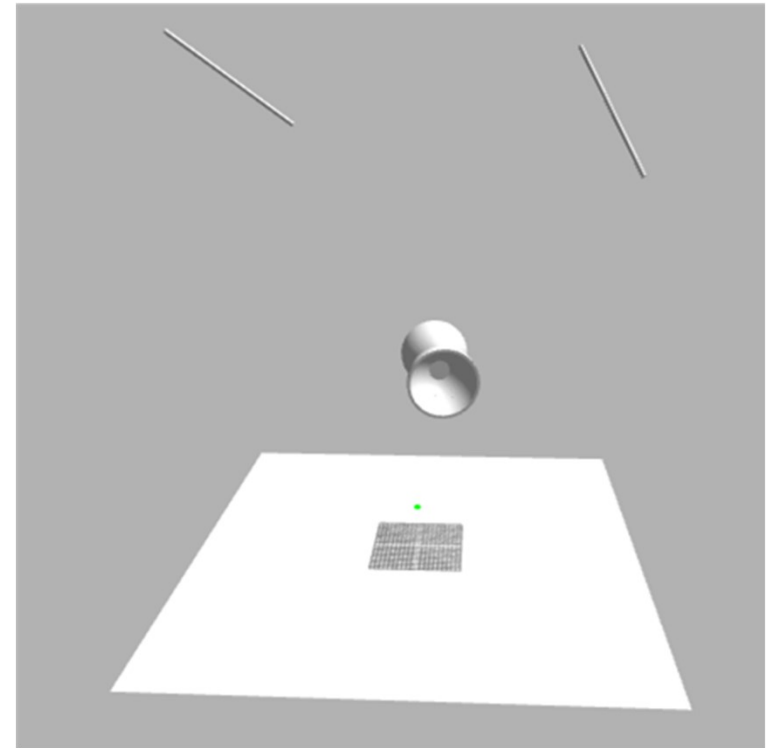






# Flask - My Site

- Flask (Python) backend
- JavaScript heavy frontend
- The model and Vicon Data streaming
- Connecting to Gazebo and displaying data

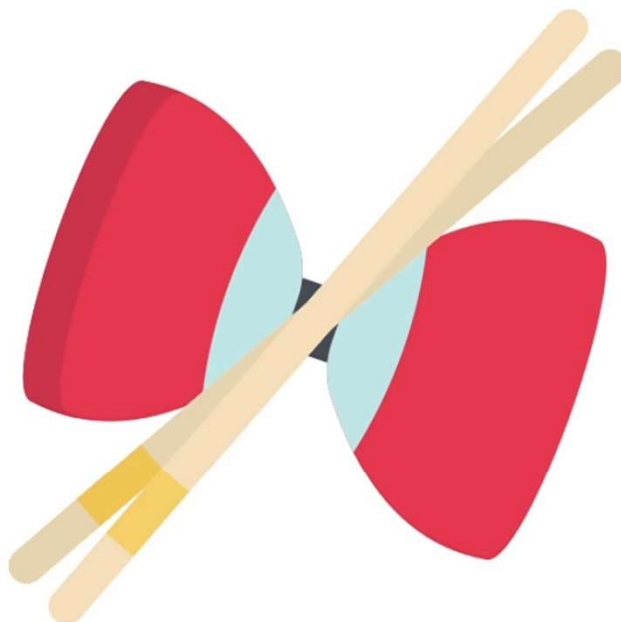


# Diabolo Motion Capture Analysis

Jeb Cui in TJ Computer Systems Lab 2021-2022

[Play](#) [Select an option to start](#) [Select Move ▾](#) [Run Simulation](#) [Download](#) [Upload](#) [Toggle Vicon Datastream](#)

Server URL  [Connect!](#)



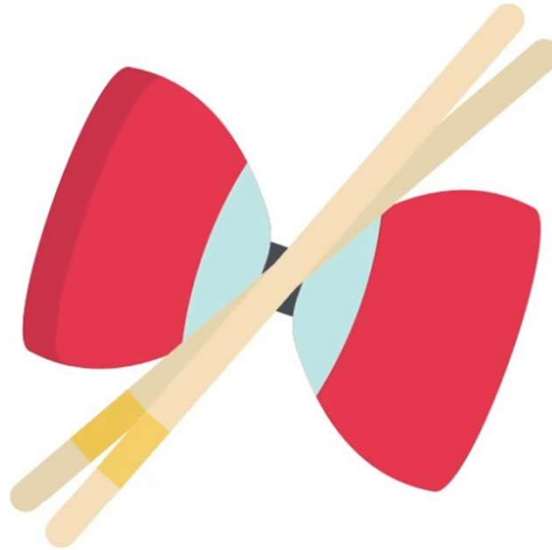
No move selected!

# Diabolo Motion Capture Analysis

Jeb Cui in TJ Computer Systems Lab 2021-2022

[Play](#) [Select an option to start](#) [Select Move ▾](#) [Run Simulation](#) [Download](#) [Upload](#) [Toggle Vicon Datastream](#)

Server URL  [Connect!](#)



No move selected!

## Instructions:

- To activate and load up the visual, please press the connect button to connect to the display.
- The dropdown menu labeled "Select Move" allows you to choose a specific move to view.
- To upload recorded motion capture data, please press the upload button and select the file you want to upload.

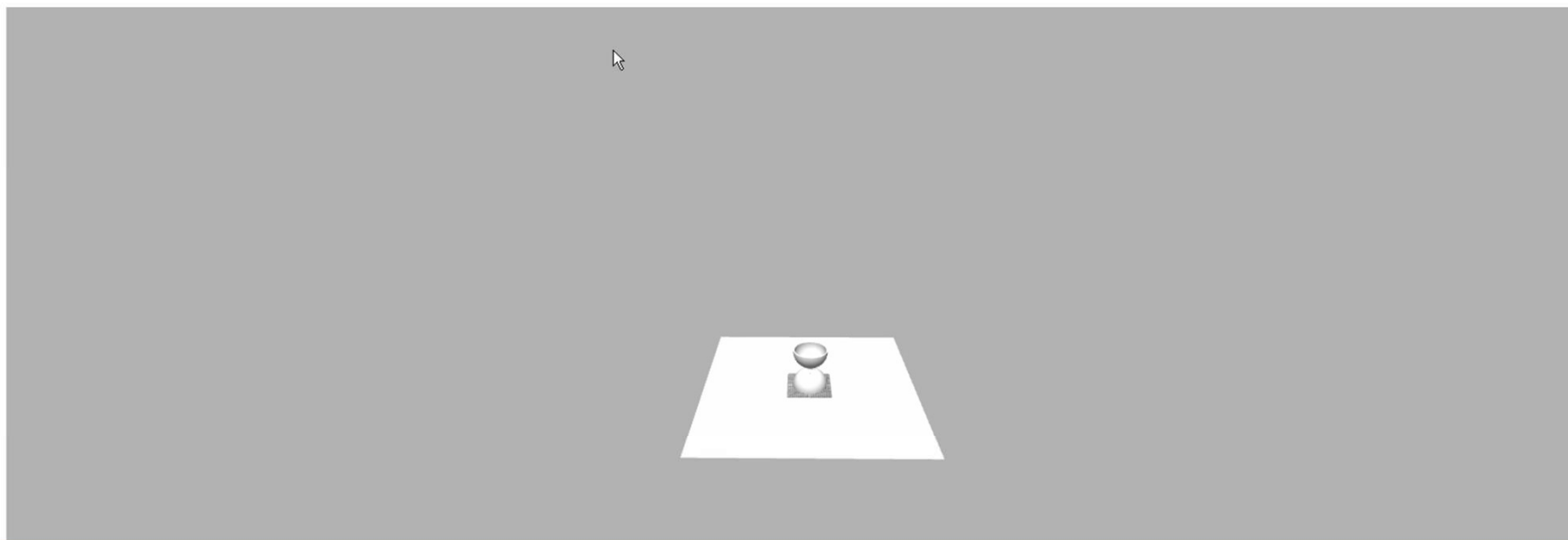
# Diabolo Motion Capture Analysis

Jeb Cui in TJ Computer Systems Lab 2021-2022

[Play](#) [Select an option to start](#) [Select Move ▾](#) [Run Simulation](#) [Download](#) [Upload](#) [Toggle Vicon Datastream](#)

Connected to 192.168.50.134:8080

[Pause!](#)



Time point 1459

## Instructions:

- To activate and load up the visual, please press the connect button to connect to the display.



# Results

- Various site functionalities



The screenshot shows the web interface for 'Diabolo Motion Capture Analysis'. The title bar is blue with white text. Below the title bar, there is a row of buttons: 'Play', 'Select an option to start', 'Select Move v', 'Run Simulation', 'Download', 'Upload', and 'Toggle Vicon Datastream'. Below these buttons, there is a 'Server URL' label, a text input field containing 'localhost:8080', and a 'Connect!' button.

**Diabolo Motion Capture Analysis**  
Jeb Cui in TJ Computer Systems Lab 2021-2022

[Play](#) [Select an option to start](#) [Select Move v](#) [Run Simulation](#) [Download](#) [Upload](#) [Toggle Vicon Datastream](#)

Server URL  [Connect!](#)

- Improved predictor ability
  - R-PLNN: MSE of **0.132m<sup>2</sup>** when predicting the differences
  - Analytical + R-PLNN: MSE of **0.188m<sup>2</sup>** VS Analytical: MSE of **0.771m<sup>2</sup>**

**Visit my site at**

**[bit.ly/jebcui-syslab](http://bit.ly/jebcui-syslab)**

**Questions?**

# References

- Murooka, T., Okada, K., & Inaba, M. (2020, October 25). Diabolo Orientation Stabilization by Learning Predictive Model for Unstable Unknown-Dynamics Juggling Manipulation. *IEEE/RSJ. International Conference on Intelligent Robots and Systems*, Las Vegas, NV, USA (Virtual). <http://ras.papercept.net/images/temp/IROS/files/3245.pdf>
- Rodriguez Ladron de Guevara, M., Daly, A., & Bajaj, S. (2018, February 19). *Diabolo Skill Analysis – Human-Machine Virtuosity*. Cmu.edu. <https://courses.ideate.cmu.edu/16-455/s2018/501/diabolo-skill-analysis/>
- von Drigalski, F., Joshi, D., Murooka, T., Tanaka, K., Hamaya, M., & Ijiri, Y. (2020). An analytical diabolo model for robotic learning and control. *ArXiv.org*. <https://doi.org/10.48550/arXiv.2011.09068>
- Zeng, A., Song, S., Lee, J., Rodriguez, A., & Funkhouser, T. (2020). TossingBot: Learning to Throw Arbitrary Objects with Residual Physics. *ArXiv.org*. <https://doi.org/10.48550/arXiv.1903.11239>