

Freie Universität Berlin  
Fachbereich Mathematik und Informatik  
Takustraße 9, 14195 Berlin

# MASTER THESIS

## USER POSITION PREDICTION IN 6-DOF MIXED REALITY APPLICATIONS USING ARTIFICIAL RECURRENT NEURAL NETWORK

### VORHERSAGE DER BENUTZERPOSITION IN 6-DOF-MIXED-REALITY-ANWENDUNGEN UNTER VERWENDUNG EINES KÜNSTLICHEN REKURRENTEN NEURONALEN NETZWERKS

Oleksandra Baga

Freie Universität Berlin  
Matrikelnummer 5480722  
Master Computer Science  
E-Mail: oleksandra.baga@gmail.com

Prof. Dr. First Supervisor  
Fachbereich Mathematik und Informatik  
Freie Universität Berlin

Prof. Dr. Second Supervisor  
Fachbereich Mathematik und Informatik  
Freie Universität Berlin

# Statutory Declaration

I herewith formally declare that I have written the submitted master thesis independently. I did not use any outside support except for the quoted literature and other sources mentioned in the paper.

I clearly marked and separately listed all of the literature and all of the other sources which I employed when producing this academic work, either literally or in content.

I am aware that the violation of this regulation will lead to failure of the thesis.

29.06.2022..... Oleksandra Baga

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# List of Abbreviations

<b>AR</b>	Augmented Reality
<b>CNN</b>	Convolutional Neural Network
<b>CPU</b>	Central processing unit
<b>DoF</b>	Degree of freedom
<b>DL</b>	Deep Learning
<b>KF</b>	Kalman Filter
<b>GRU</b>	Gated Recurrent Unit
<b>HMD</b>	Head-Mounted-Display
<b>IEEE</b>	Institute of Electrical and Electronics Engineers
<b>ISO</b>	International Organization for Standardization
<b>LAT</b>	Look ahead time
<b>LSTM</b>	Long-Short-Term Memory
<b>M2P</b>	Motion-to-Photon
<b>MAE</b>	Mean Absolut Error
<b>MEC</b>	Mobile Edge Computing
<b>ML</b>	Machine Learning
<b>MR</b>	Mixed Reality
<b>NLP</b>	Natural Language Processing
<b>ReLu</b>	Rectified Linear Unit
<b>RNN</b>	Recurrent Neural Network
<b>RTT)</b>	Round-trip time
<b>SDG</b>	Stochastic Gradient Descent
<b>VR</b>	Virtual Reality
<b>3-DoF</b>	Three degree of freedom
<b>6-DoF</b>	Six degree of freedom



# Introduction

This thesis is focusing on designing and evaluation of the approach for the prediction of human head position in a 6-dimensional degree of freedom (6-DoF) of Extended Reality (XR) applications for a given look-ahead time (LAT) in order to reduce the Motion-to-Photon (M2P) latency of the network and computational delays. At the beginning of the work the existing 3-DoF as well as 6-DoF methods were analyzed, and their similarities differences were taken into account when a proposed Recurrent Neural Network-based predictor was developed. The investigation of different neural network architectures and the improvement of head motion prediction is the main goal of this thesis. Proposed approach was evaluated and at the end of the work the obtained results were discussed and the suggestions for future work were done.

## 1.1 Problem statement

The correct and fast head movement prediction is a key to provide a smooth and comfortable user experience in VR environment during head-mounted display (HDM) usage. The recent improvements in computer graphics, connectivity and the computational power of mobile devices simplified the progress in Virtual Reality (VR) technology. The way users can interact with their devices changed dramatically. With new technologies of VR environment user becomes the main driving force in deciding which portion of media content is being displayed to them at any time of interaction with VR Applications [13]. Until recently the high-quality experiences with modern Augmented Reality (AR) and VR systems were not widely presented in home usage and were mainly used in research labs or commercial setups. The hardware for displaying the VR environment was once extremely expensive but recent years became more broadly accessible and the 6-DoF VR headset designed for the end-user were released<sup>1</sup>. It is possible now to experience virtual reality scenes and watch new type of volumetric media at home and the market interest for development VR and AR applications expected to be huge next years.

In fact, the existing on this moment virtual environments can be divided into two main groups depending on position of the user and their ability to move inside the VR environment. The user motion and prediction within a 3-DoF environment has been intensely researched for years. Extending such approaches to a 6-DoF

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<sup>1</sup><https://medium.com/@DAQRI/motion-to-photon-latency-in-mobile-ar-and-vr-99f82c480926>

environment is not straightforward, due to the change of the user's viewing point from inward to outward and additional three degrees of freedom [14].

Although all mentioned above improvements, rendering of volumetric content remains very demanding task for existing devices. Thus the improvement of a performance of existing methods, design and implementation of new approaches specially for the 6-DoF environment could be a promising research topic.

## 1.2 Motivation for the research

Research efforts to reduce the computational load are being already wide attempted. However, these approaches designed for the client side. Recently presented technique of the rendering on a cloud server makes possible to decrease the computational load on the client device by offloading of the task to a server infrastructure and than by sending the rendered 2D content instead of volumetric data [9]. The calculated 2D view must correspond the current position and orientation of a user. However, cloud-based streaming approach adds network latency and processing delays due uploading to a server the user position, rendering a new 2D picture from the 3D data and sending it back to a device. Thus, a rendered 2D image can appear even later on a display than with usage of local rendering system.

The promising research topic is reducing the Motion-to-Photon (M2P) latency by predicting the future user position and orientation for a look-ahead time (LAT) and sending the corresponding rendered view to a client. The LAT in this approach must be equal or larger to the M2P latency of the network including round-trip time (RTT) and time need for calculation and rendering of a future picture at remote server.

## 1.3 Structure of the thesis

The organization of this thesis is as follows. The thesis starts from introduction and problem statement, followed by theoretical background related to the research topic. Literature review chapter introduces different approaches and technologies of motion prediction algorithms. The chapters 4 and 5 show the implementation of presented model and evaluation of the results that were obtained during experiments. Last, the discussion regarding method limitations and suggestions for the future work are done.

### **Chapter 1 - Introduction.**

The current chapter shortly introduces a state of development on scientific field achieved at a time of master thesis creation in the context on XR applications. The necessity of timely action to improve the situation with increasing computational

and network latency is shown in problem statement section 1.1. Due to the breadth of the research topic, the section 1.2 focuses the research topic and clearly motivates the implementation with neural network model.

## **Chapter 2 - Background.**

The next chapter includes a review of the area being researched. It starts with a short introduction of the concept of MR applications and presents a 6-DoF environment. The presence and influence of a computational and network latency is covered, followed by discussion of possible solutions for its reduction. In section 2.5 the head pose estimation algorithms and the challenges faced in predicting of the viewer's position are discussed.

## **Chapter 3 - Related work.**

The chapter provides an overview of previous research in the field of prediction of user's head position and orientation. The related works divided into section corresponding the computational approach of the prediction method. The chapter places a master thesis's topic in the context of the existing literature and the last section focuses in the methods using neural networks.

## **Chapter 4 - Data and Model.**

Fourth chapter presents the design of the proposed method. The dataset including data collection from head mounted display (HDM) and data understanding and preprocessing are described in section 4.1, followed by a design of the algorithm including network architecture, functions of an input layers and the training methods.

## **Chapter 5 - Data and Model.**

Fifth chapter gives an overview of the implementation of the described in previous chapter method. It describes the conducted experiments with a data obtained from HMD. The evaluation metrics and results are presented in the section 5.3.

## **Chapter 6 - Analysis.**

The last chapter presents a discussion about the limitation of proposed method and provides a conclusion about the received results including suggestions for potential types of future research.

# Background

This chapter introduces theoretical background of the presented research problem. First, the concept of mixed reality (MR) and the relation of this huge topic to the research field is presented, followed by an introduction of six degree of freedom (6-DoF) environment and the difference to the three degree of freedom (3-DoF). The term motion-to-photon latency (M2P) is covered, followed by a short discussion about an influence of M2P latency on the decreasing of user experience. The new developed cloud-based rendering and streaming approach is shortly discussed in this chapter. The last section of this chapter highlights challenges with the prediction of viewer's head pose that arises in modern XR applications in connection especially with the added network latency due the using of remote cloud server for computational offload.

## 2.1 Mixed reality

## 2.2 Six degrees of freedom

## 2.3 Motion-to-photon latency

## 2.4 Cloud-based volumetric video streaming

## 2.5 Challenges of head motion prediction

In the last decade, Recurrent Neural Network (RNN) algorithms have been adopted for motion prediction of 3D sequences.

## Related work

This chapter introduces the background of the thesis to investigate head motion prediction. First, the concept of extended reality (XR) related to the research problem is presented, followed by introducing different head motion prediction approaches.

### 3.1 Time series methods

This chapter introduces the background of the thesis to investigate head motion prediction.

### 3.2 Kalman Filter

Microsoft HoloLens, known under development as Project Baraboo, are a pair of mixed reality smartglasses developed and manufactured by Microsoft.

### 3.3 Deep Learning Algorithms

present different NN architectures and explains why RNN is used

## Data and Model

It allows web pages to be updated asynchronously by exchanging data with a web server behind the scenes.

### 4.1 6-DoF Dataset

The artificial neural networks discussed in this text are only remotely related to their biological counterparts. In this section we will briefly describe those characteristics of brain function that have inspired the development of artificial neural networks.

#### 4.1.1 Data collection from HMD

#### 4.1.2 Data Exploration

!! Data analysis AVG linear velocity position, plots

#### 4.1.3 Data preprocessing

### 4.2 Neural Network

#### 4.2.1 Network architecture

#### 4.2.2 Network input

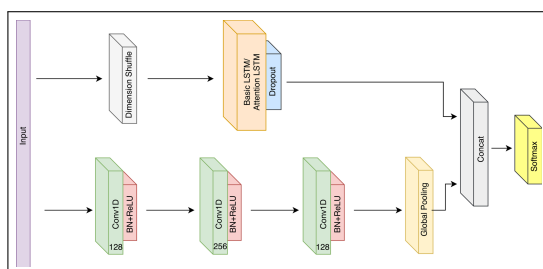
### 4.3 Training methods

# Implementation and experiments

Here some code for my super neural network. The artificial neural networks discussed in this text are only remotely related to their biological counterparts. In this section we will briefly describe those characteristics of brain function that have inspired the development of artificial neural networks.

```
class StudentFactory(DjangoModelFactory):
    class Meta:
        model = Student
        student_card = factory.SubFactory(StudentCardFactory)
        first_name = factory.Faker('first_name')
        second_name = factory.Faker('last_name')
```

**Listing 5.1:** StudentFactory



**Figure 1:** LSTM Fully Convolutional Networks for Time Series Classification

You might already know that you want to apply an established theory or set of theories to a specific context (for example, reading a literary text through the lens of critical race theory, or using social impact theory in a market research project).

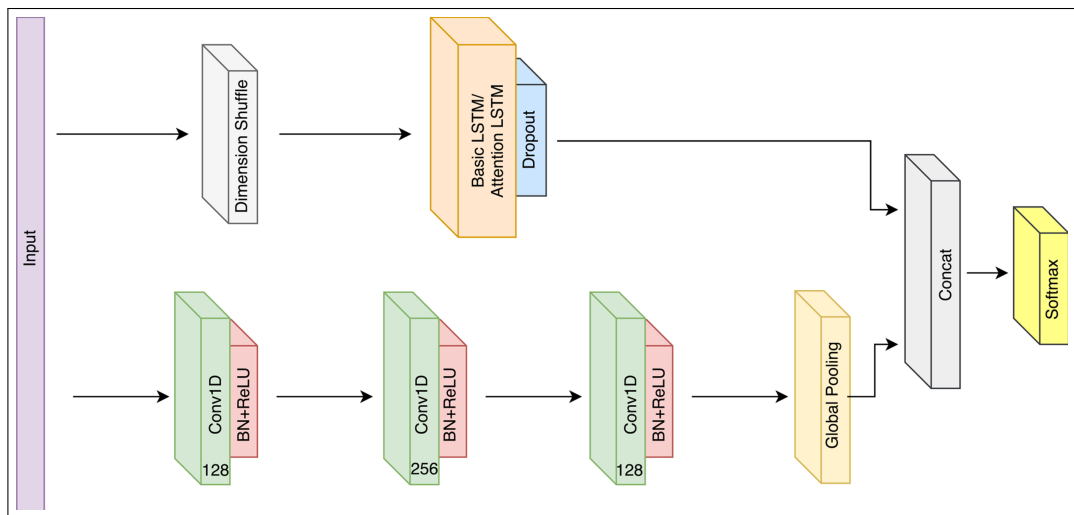
## 5.1 Implementation

## 5.2 Experiments

## 5.3 Evaluation

metrics

## 5.4 Results



**Figure 2:** LSTM FCN WRAP



# Analysis

The artificial neural networks discussed in this text are only remotely related to their biological counterparts. In this section we will briefly describe those characteristics of brain function that have inspired the development of artificial neural networks.

## 6.1 Limitations

The artificial neural networks discussed in this text are only remotely related to their biological counterparts. In this section we will briefly describe those characteristics of brain function that have inspired the development of artificial neural networks.

## 6.2 Conclusion

The artificial neural networks discussed in this text are only remotely related to their biological counterparts. In this section we will briefly describe those characteristics of brain function that have inspired the development of artificial neural networks.

## 6.3 Suggestions for future work

The artificial neural networks discussed in this text are only remotely related to their biological counterparts. In this section we will briefly describe those characteristics of brain function that have inspired the development of artificial neural networks.

# Glossary

## AJAX

AJAX (asynchrones Javascript und XML) ist der allgemeine Name für Technologien, mit denen asynchrone Anforderungen (ohne erneutes Laden von Seiten) an den Server gestellt und Daten ausgetauscht werden können. Da die Client- und Serverteile der Webanwendung in verschiedenen Programmiersprachen geschrieben sind, müssen zum Austausch von Informationen die Datenstrukturen (z. B. Listen und Wörterbücher), in denen sie gespeichert sind, in das JSON-Format konvertiert werden.

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