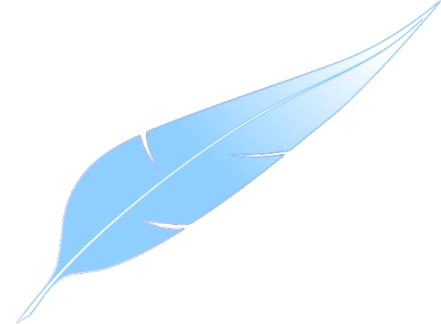


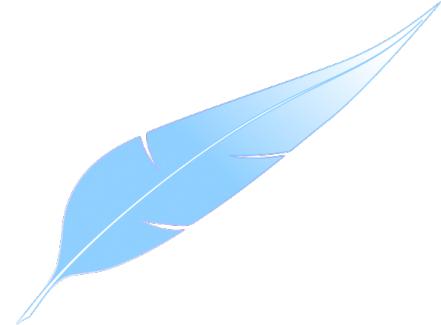
# Plume



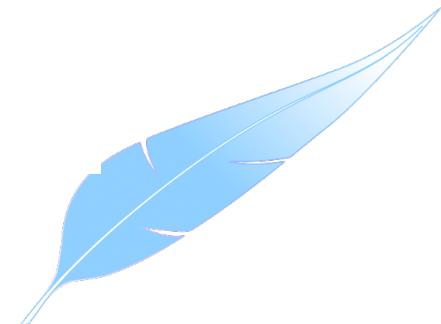
Benjamin Groeneveld  
Marc-Olivier Koppe  
Guénolé Lallement  
Virgile Quintin  
Olivier Tassinari



# Plume is Localization Using Magnetic Emitters



# Pourquoi ?

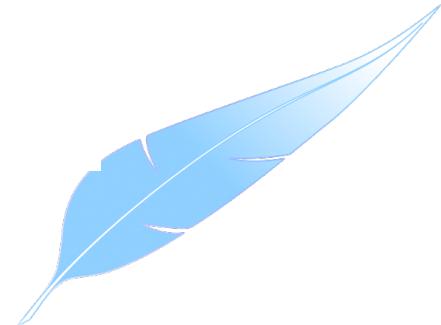


Plume - #rose2014 - 5 mai 2014

# Pourquoi ?



Motion tracking



Plume - #rose2014 - 5 mai 2014

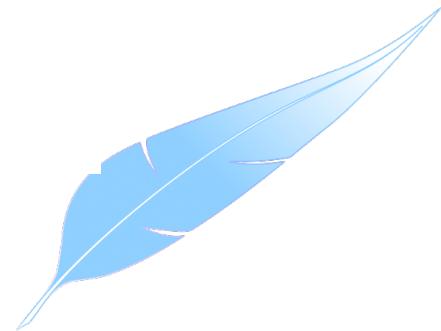
# Pourquoi ?



Motion tracking



Asservissement



# Pourquoi ?

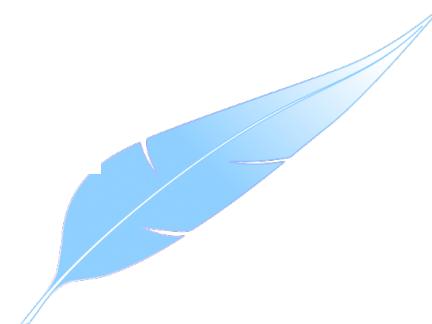


Motion tracking



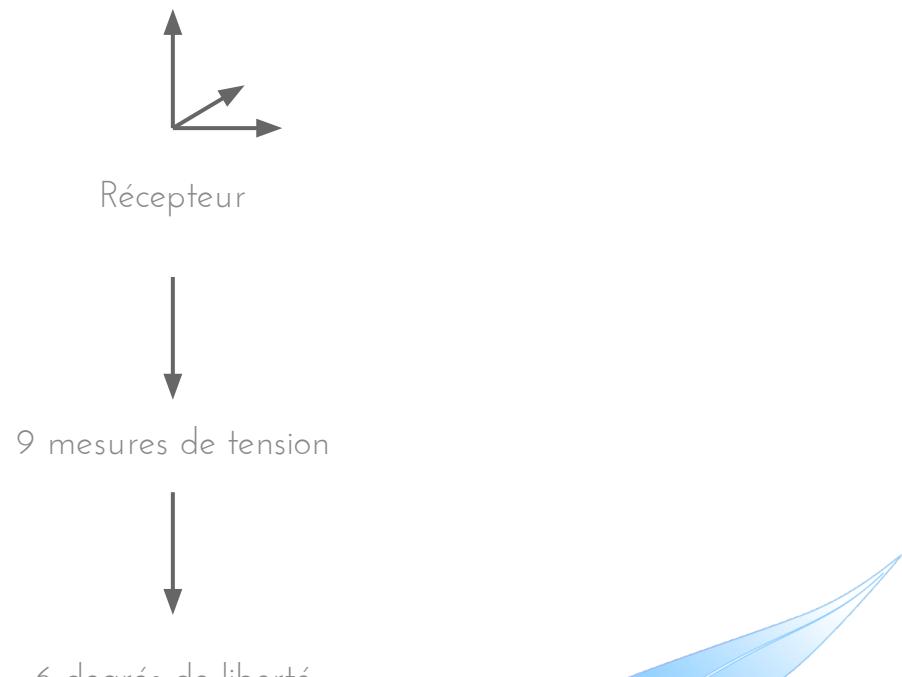
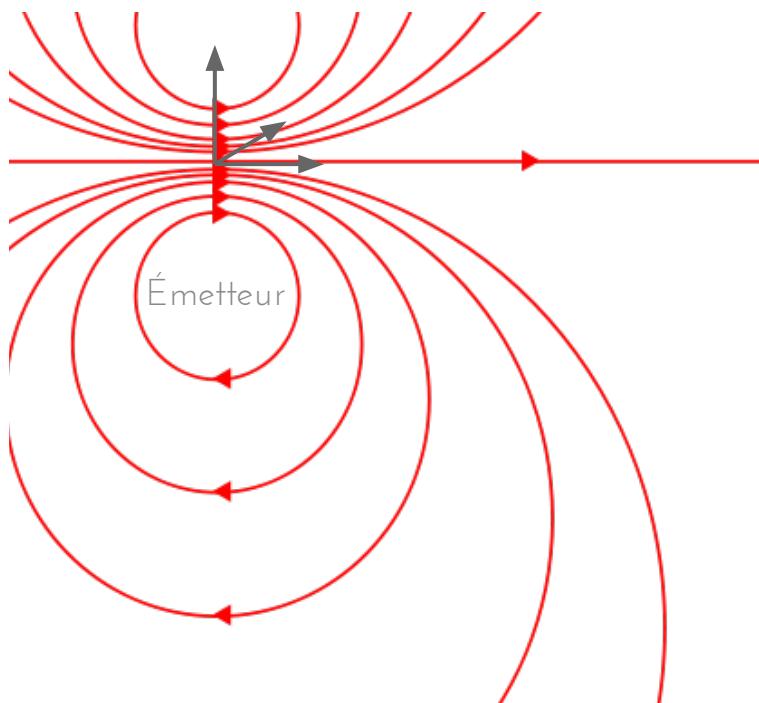
Asservissement

Localisation  
en intérieur



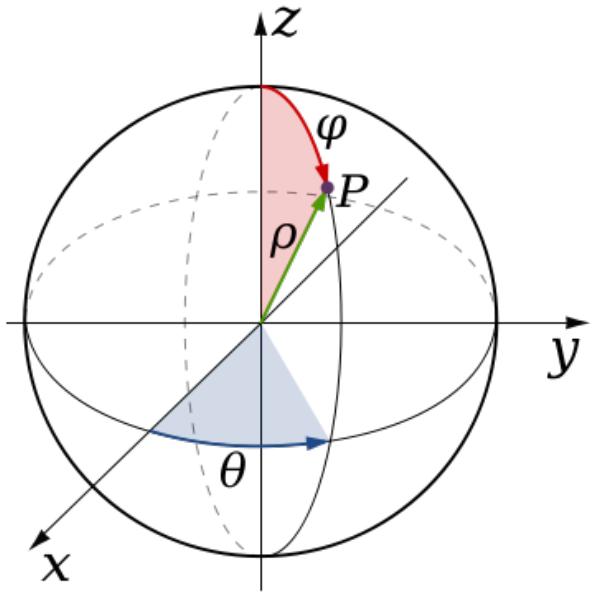
# Le projet

- Fonctionnement



# En équations

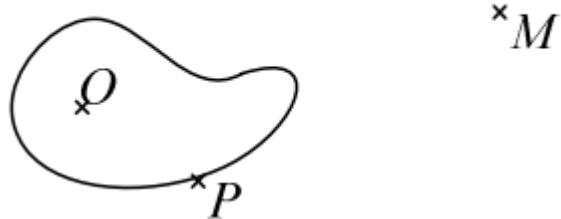
L'émission



$$\vec{B}^{(x)} = \begin{pmatrix} B_r^{(x)} \\ B_\theta^{(x)} \\ B_\phi^{(x)} \end{pmatrix} = \begin{pmatrix} B_{x'}^{(x)} \\ B_{y'}^{(x)} \\ B_{z'}^{(x)} \end{pmatrix}$$
$$\vec{B}^{(y)} = \begin{pmatrix} B_r^{(y)} \\ B_\theta^{(y)} \\ B_\phi^{(y)} \end{pmatrix} = \begin{pmatrix} B_{x'}^{(y)} \\ B_{y'}^{(y)} \\ B_{z'}^{(y)} \end{pmatrix}$$
$$\vec{B}^{(z)} = \begin{pmatrix} B_r^{(z)} \\ B_\theta^{(z)} \\ B_\phi^{(z)} \end{pmatrix} = \begin{pmatrix} B_{x'}^{(z)} \\ B_{y'}^{(z)} \\ B_{z'}^{(z)} \end{pmatrix}$$

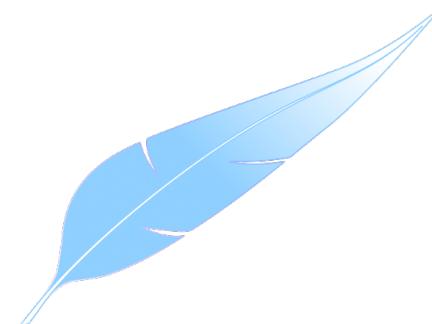


## En équations



$$\vec{A}(M) = \frac{\mu_0}{4\pi r} \iiint_V \vec{j}_P dV + \frac{\mu_0}{4\pi r^2} \iiint_V \vec{j}_P (\vec{u} \cdot \vec{r}_P) dV$$

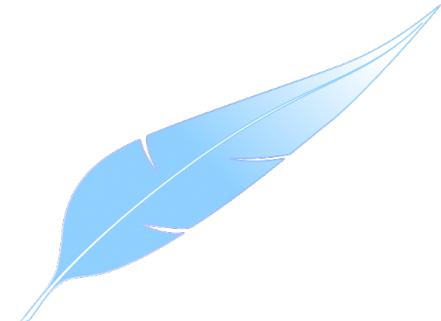
$$= \frac{\mu_0 I}{4\pi} \iint_S d\vec{S} \wedge \underbrace{\vec{\nabla}_p}_{\begin{matrix} = \vec{r}' \\ r'^3 \end{matrix}} \frac{1}{r'} = \frac{\mu_0 I}{4\pi} \iint_S d\vec{S} \wedge \frac{\vec{r}}{r^3} = \frac{\mu_0 I}{4\pi} \left( \iint_S d\vec{S} \right) \wedge \frac{\vec{r}}{r^3}$$



# En équations

$$\vec{B}^{(z)} = \begin{pmatrix} B_r^{(z)} \\ B_\theta^{(z)} \\ B_\phi^{(z)} \end{pmatrix} = \begin{pmatrix} \frac{\mu_0}{4\pi} \frac{2M^{(z)} \cos(\theta)}{r^3} \\ \frac{\mu_0}{4\pi} \frac{M^{(z)} \sin(\theta)}{r^3} \\ 0 \end{pmatrix} = \begin{pmatrix} \frac{2G^{(z)} \cos(\theta)}{r^3} \\ \frac{G^{(z)} \sin(\theta)}{r^3} \\ 0 \end{pmatrix}$$

$$\begin{aligned} |B^{(i)}|^2 &= \left(G^{(i)}\right)^2 \frac{1}{r^6} (\sin(\theta)^2 + 4\cos(\theta)^2) \\ &= \left(G^{(i)}\right)^2 \frac{1}{r^6} (1 + 3\cos(\theta)^2) \\ &= \left(G^{(i)}\right)^2 \frac{1}{r^6} \left(1 + 3 \left(\frac{\vec{OM} \cdot \vec{e}_i}{|\vec{OM}|}\right)^2\right) \end{aligned}$$

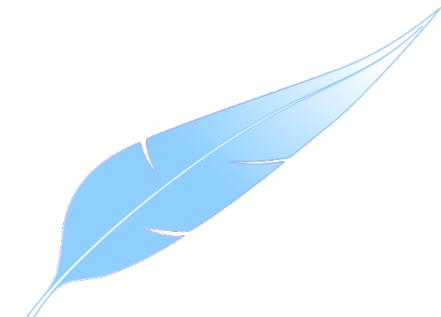


# En équations

$$\left| B^{(x)} \right|^2 = \left( G^{(x)} \right)^2 \frac{1}{r^6} \left( 1 + 3 \frac{x^2}{r^2} \right)$$

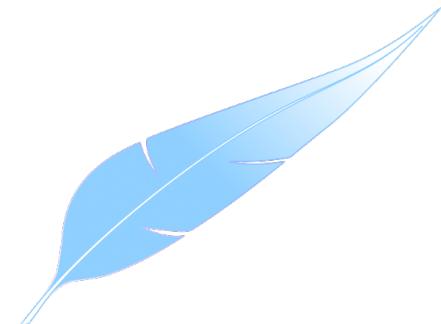
$$\left| B^{(y)} \right|^2 = \left( G^{(y)} \right)^2 \frac{1}{r^6} \left( 1 + 3 \frac{y^2}{r^2} \right)$$

$$\left| B^{(z)} \right|^2 = \left( G^{(z)} \right)^2 \frac{1}{r^6} \left( 1 + 3 \frac{z^2}{r^2} \right)$$



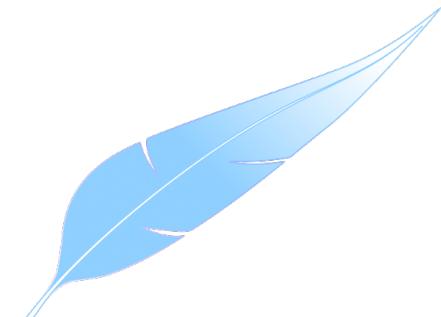
# En équations

$$\begin{aligned}\vec{V}^{(i)} &= \begin{pmatrix} V_{x'}^{(i)} \\ V_{y'}^{(i)} \\ V_{z'}^{(i)} \end{pmatrix} = \begin{pmatrix} \frac{\partial \vec{B}^{(i)}}{\partial t} \cdot \vec{S}_{x'} \\ \frac{\partial \vec{B}^{(i)}}{\partial t} \cdot \vec{S}_{y'} \\ \frac{\partial \vec{B}^{(i)}}{\partial t} \cdot \vec{S}_{z'} \end{pmatrix} \\ &= \begin{pmatrix} \vec{S}_{x'} \\ \vec{S}_{y'} \\ \vec{S}_{z'} \end{pmatrix} \cdot \frac{\partial \vec{B}^{(i)}}{\partial t} = \begin{pmatrix} \vec{S}_{x'} \\ \vec{S}_{y'} \\ \vec{S}_{z'} \end{pmatrix} \cdot j\omega^{(i)} \vec{B}^{(i)}\end{aligned}$$



# En équations

$$\begin{aligned}
r &= \sqrt[6]{\frac{6}{\frac{|B(x)|^2}{(G^{(x)})^2} + \frac{|B(y)|^2}{(G^{(y)})^2} + \frac{|B(z)|^2}{(G^{(z)})^2}}} \\
&= \sqrt[6]{\left| \frac{V_{x'}^{(x)}}{S_{x'} \omega(x) G(x)} \right|^2 + \left| \frac{V_{y'}^{(x)}}{S_{y'} \omega(x) G(x)} \right|^2 + \left| \frac{V_{z'}^{(x)}}{S_{z'} \omega(x) G(x)} \right|^2 + \left| \frac{V_{x'}^{(y)}}{S_{x'} \omega(y) G(y)} \right|^2 + \left| \frac{V_{y'}^{(y)}}{S_{y'} \omega(y) G(y)} \right|^2 + \left| \frac{V_{z'}^{(y)}}{S_{z'} \omega(y) G(y)} \right|^2 + \left| \frac{V_{x'}^{(z)}}{S_{x'} \omega(z) G(z)} \right|^2 + \left| \frac{V_{y'}^{(z)}}{S_{y'} \omega(z) G(z)} \right|^2} \\
&= \sqrt[6]{\left\| \begin{pmatrix} G^{(x)} & 0 & 0 \\ 0 & G^{(y)} & 0 \\ 0 & 0 & G^{(z)} \end{pmatrix}^{-1} \cdot \begin{pmatrix} \omega(x) & 0 & 0 \\ 0 & \omega(y) & 0 \\ 0 & 0 & \omega(z) \end{pmatrix}^{-1} \cdot \begin{pmatrix} V_{x'}^{(x)} & V_{x'}^{(y)} & V_{x'}^{(z)} \\ V_{y'}^{(x)} & V_{y'}^{(y)} & V_{y'}^{(z)} \\ V_{z'}^{(x)} & V_{z'}^{(y)} & V_{z'}^{(z)} \end{pmatrix} \cdot \begin{pmatrix} S_{x'} & 0 & 0 \\ 0 & S_{y'} & 0 \\ 0 & 0 & S_{z'} \end{pmatrix}^{-1} \right\|^2} \\
&= \sqrt[6]{\frac{6}{\|\mathbf{G} \cdot \boldsymbol{\Omega} \cdot \mathbf{V} \cdot \mathbf{S}\|^2}}
\end{aligned}$$

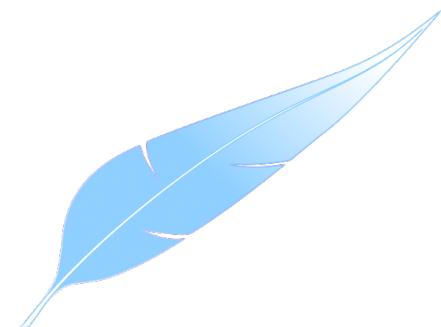


# En équations

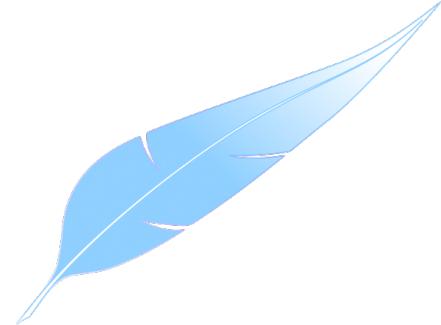
$$x = \sqrt{\frac{r^2}{3} \left( \frac{|B^{(x)}|^2 r^6}{\left( \frac{\mu_0 M^{(x)}}{4\pi} \right)^2} - 1 \right)}$$

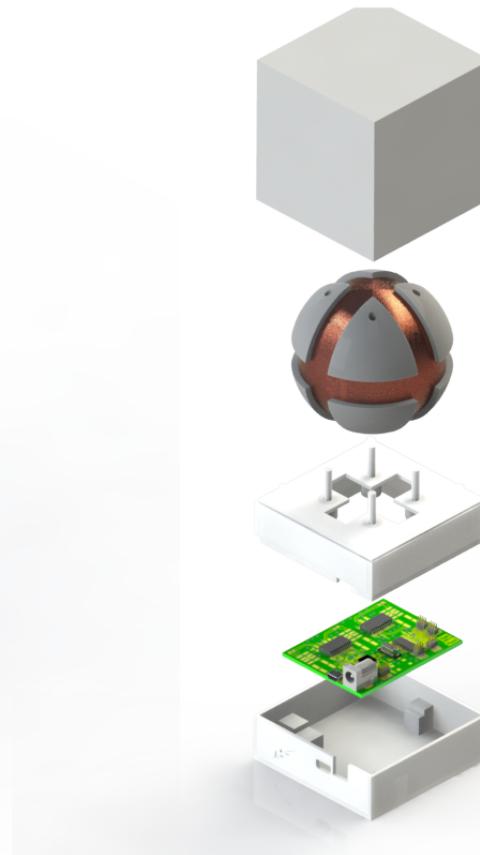
$$y = \sqrt{\frac{r^2}{3} \left( \frac{|B^{(y)}|^2 r^6}{\left( \frac{\mu_0 M^{(y)}}{4\pi} \right)^2} - 1 \right)}$$

$$z = \sqrt{\frac{r^2}{3} \left( \frac{|B^{(z)}|^2 r^6}{\left( \frac{\mu_0 M^{(z)}}{4\pi} \right)^2} - 1 \right)}$$



L'émetteur





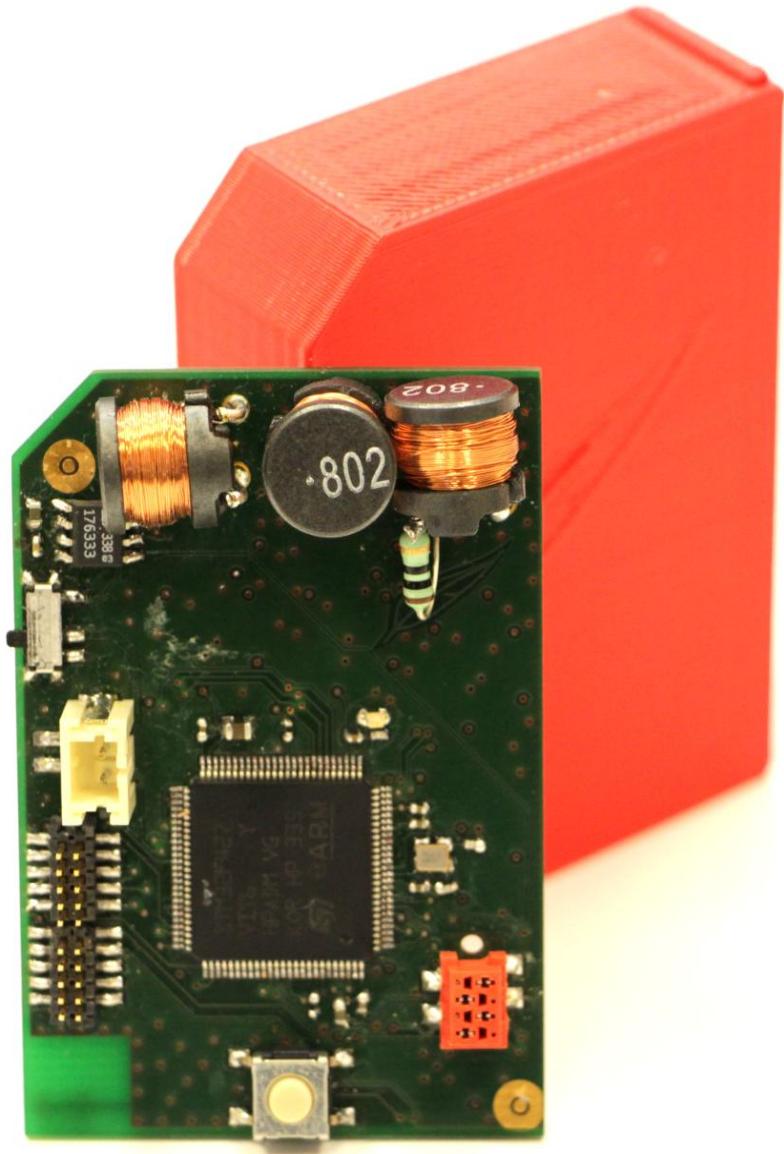
Plume - #rose2014 - 7 avril 2014





# Les plumes

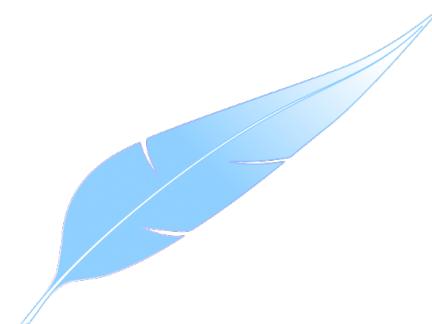
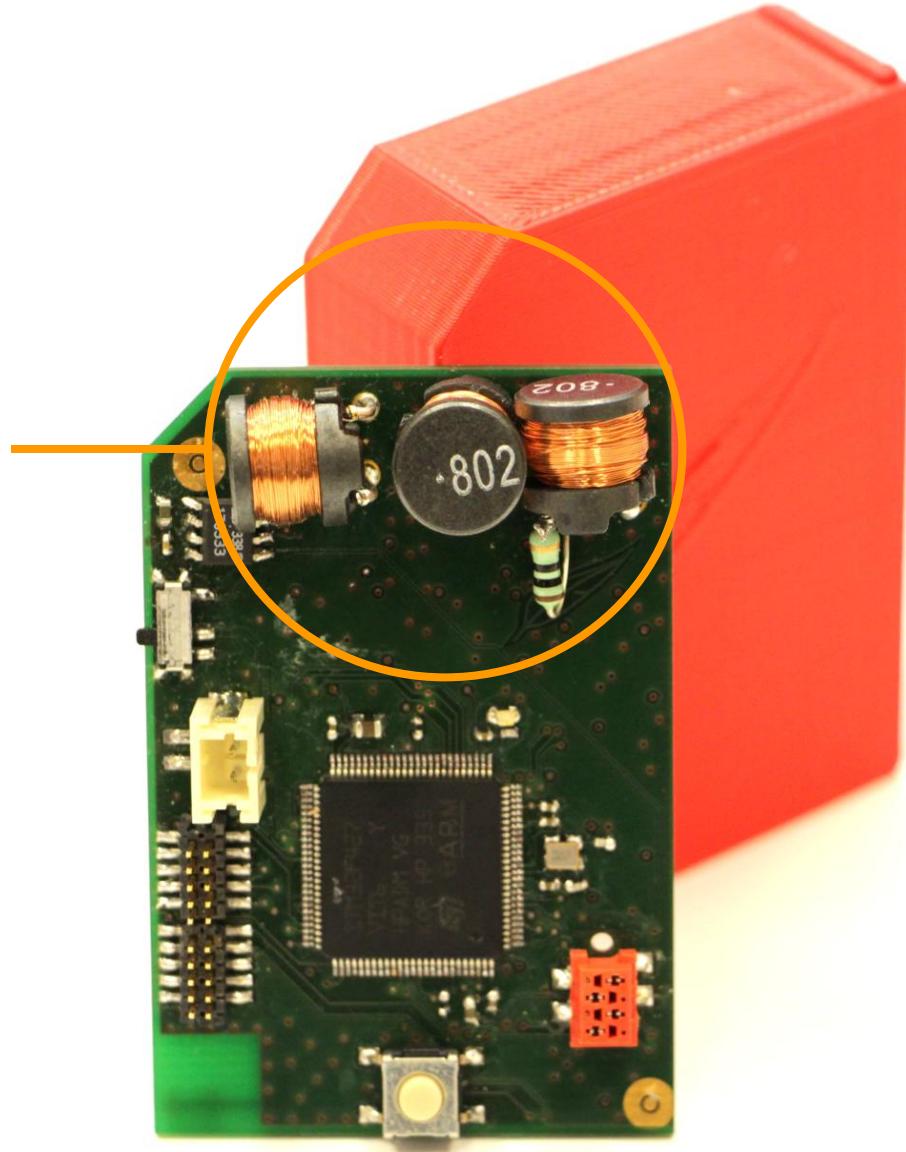




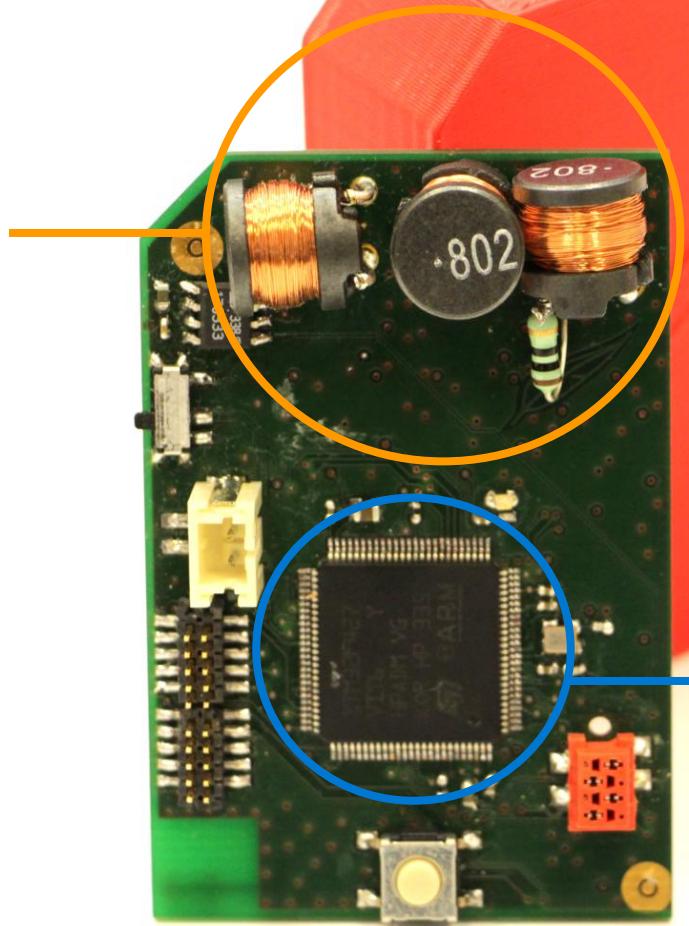
Plume - #rose2014 - 5 mai 2014



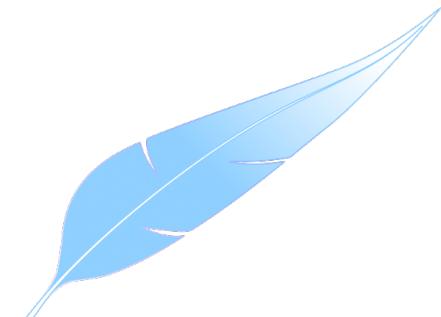
Bobines  
réceptrices

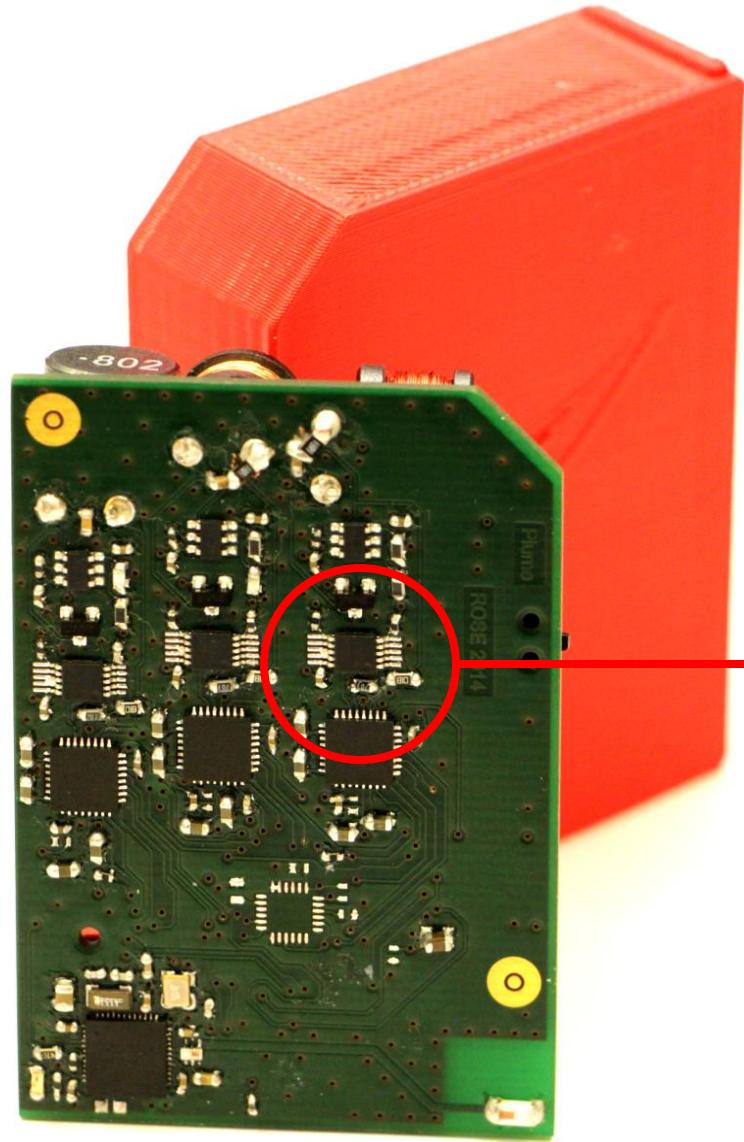


Bobines  
réceptrices

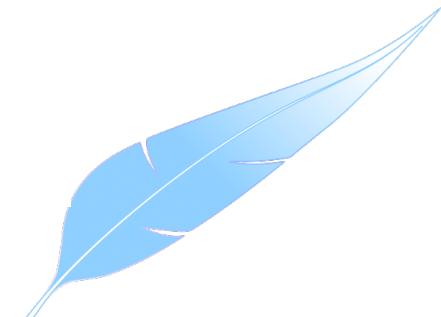


Micro-contrôleur

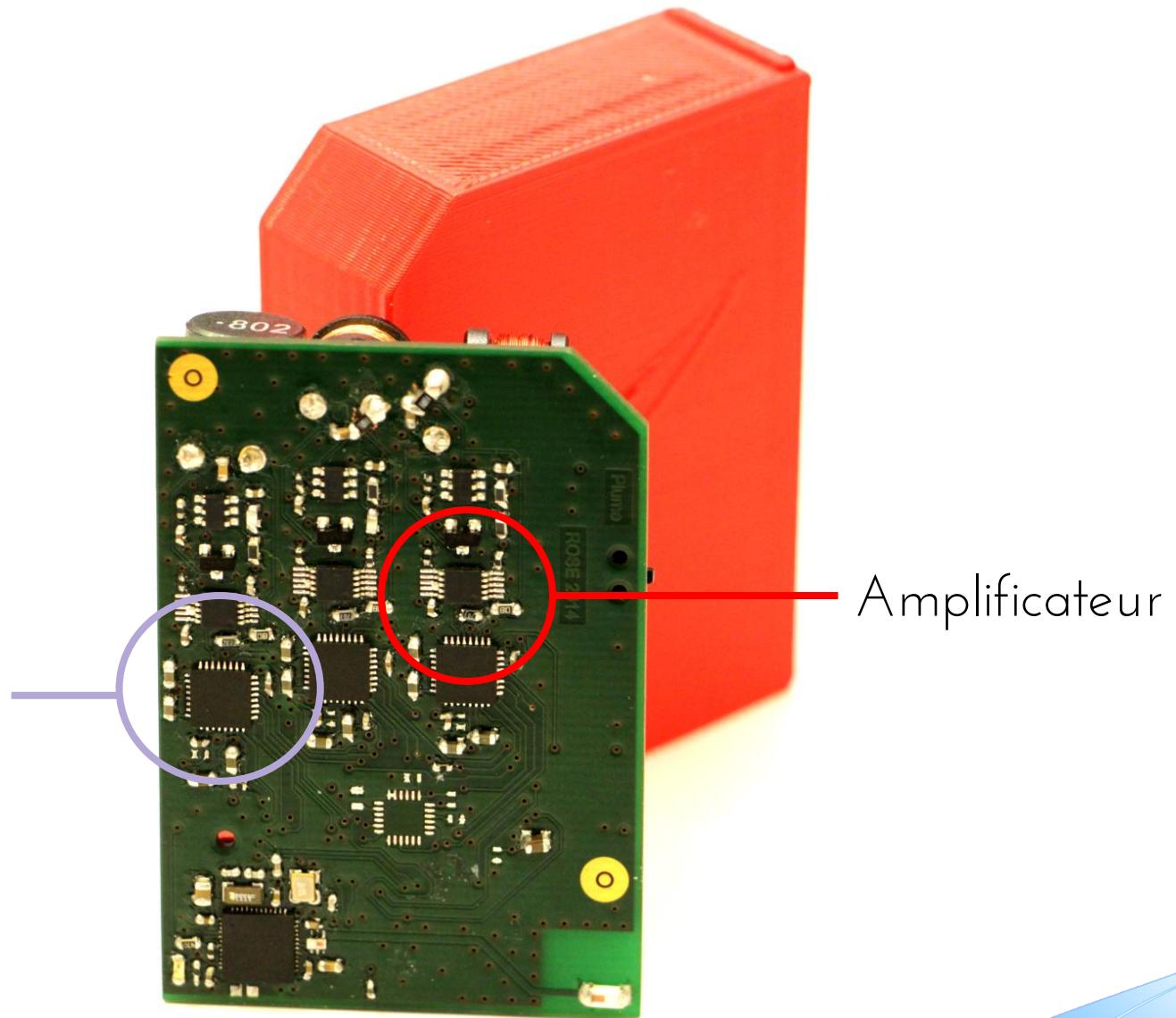


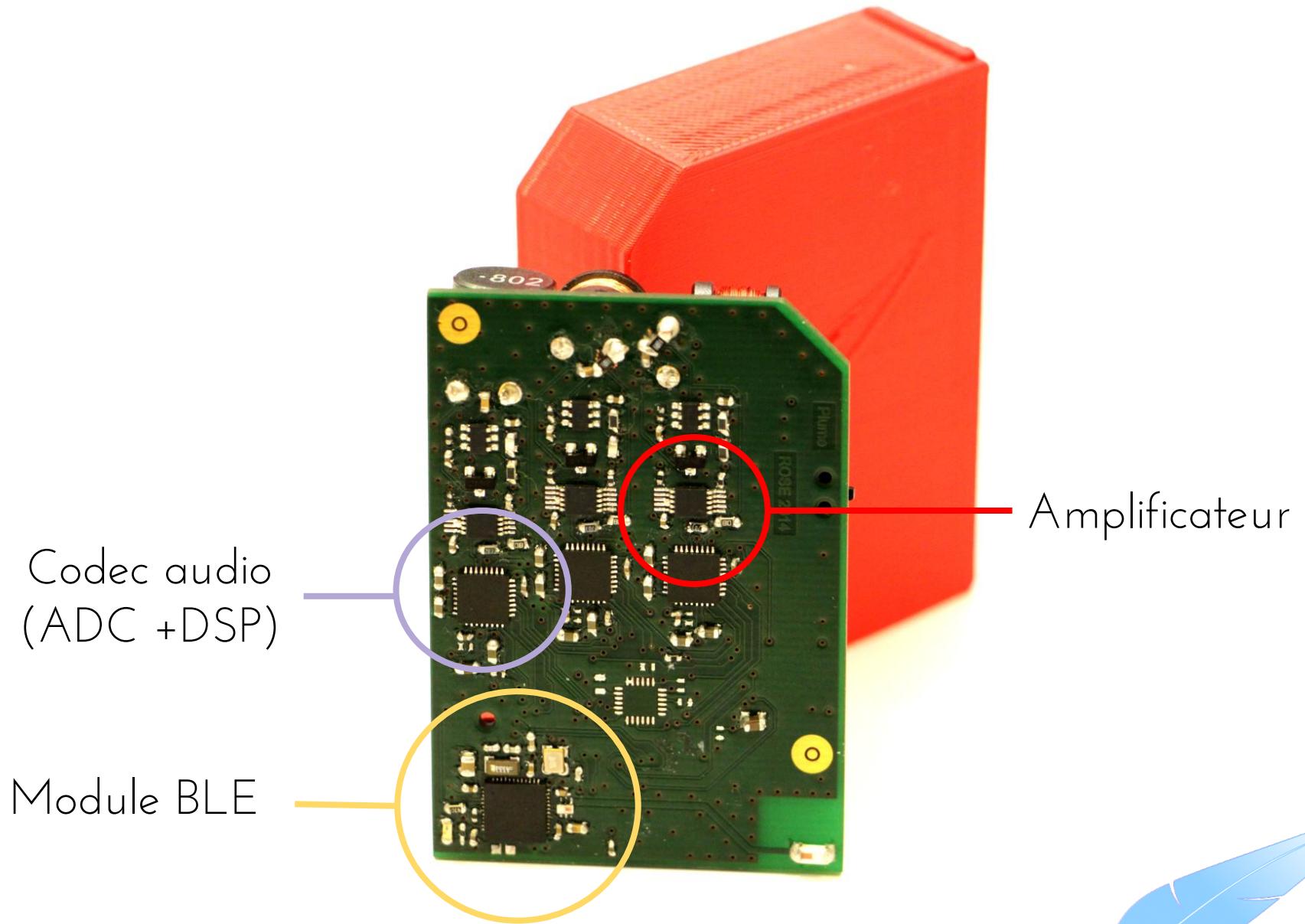


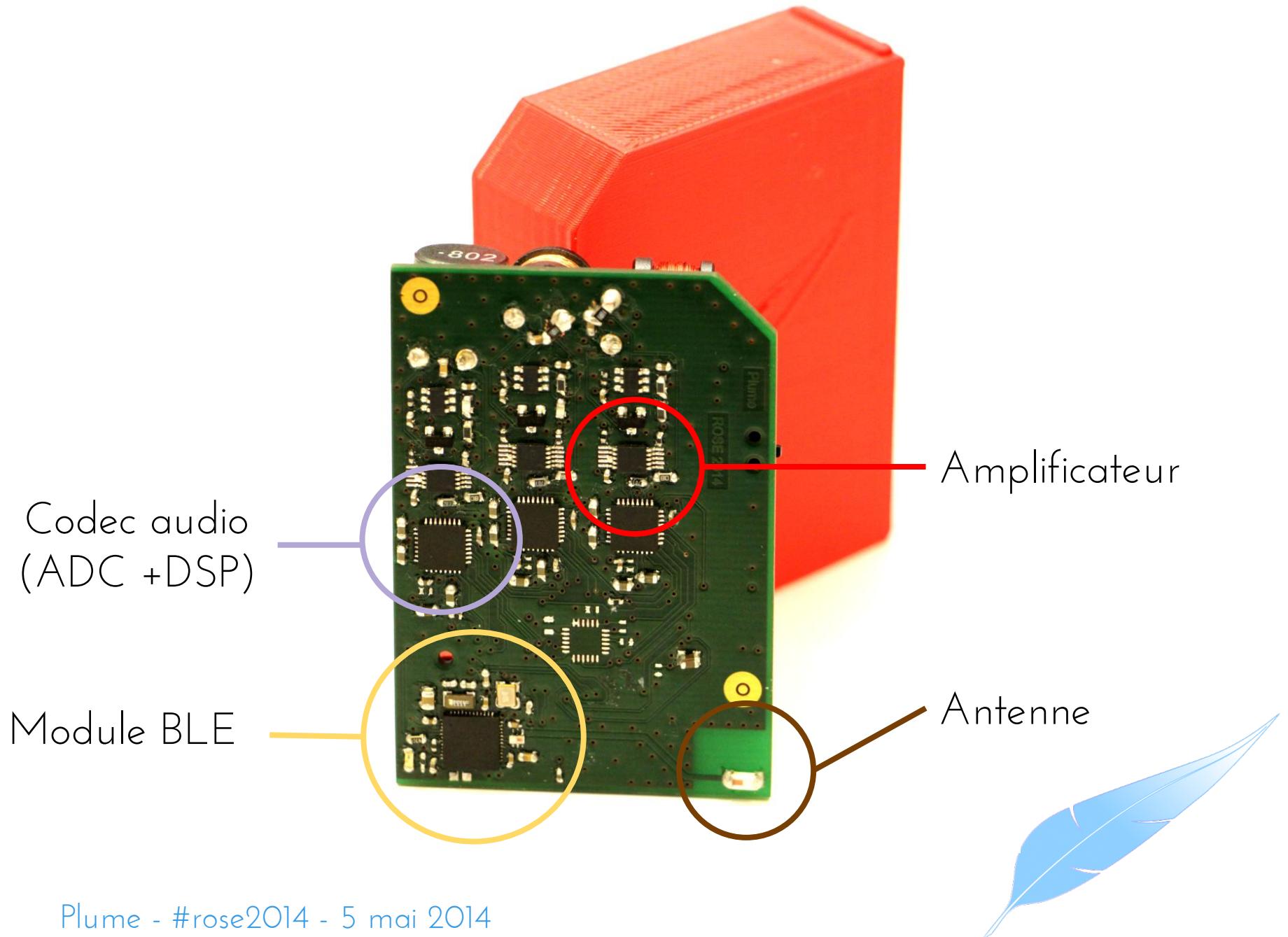
Amplificateur



Codec audio  
(ADC + DSP)



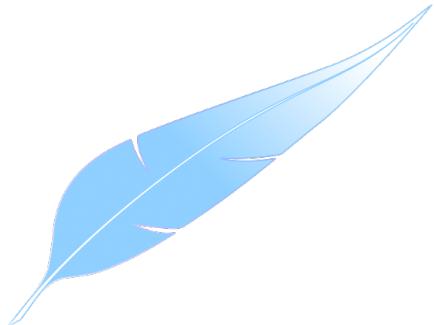






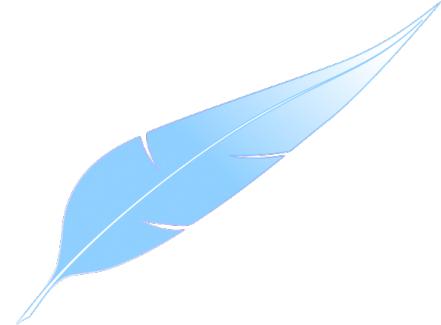
# Plume c'est...

Plume - #rose2014 - 5 mai 2014



# Plume c'est...

5 personnes



# Plume c'est...

15 bobines

212 composants

5 personnes



# Plume c'est...

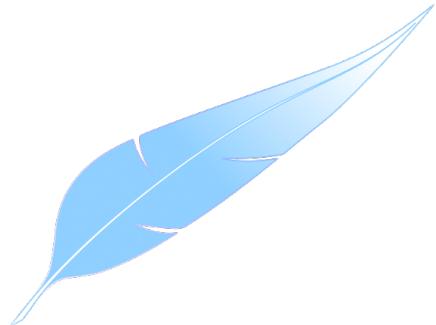
6 PCB

15 bobines

212 composants

5 personnes

2 professeurs



# Plume c'est...

6 PCB

15 bobines

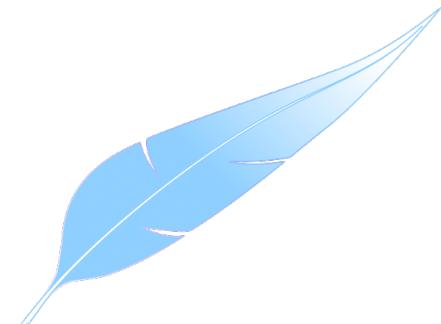
4 récepteurs

212 composants

5 personnes

41 jours

2 professeurs



# Plume c'est...

6 PCB

15 bobines

4 leds

4 récepteurs

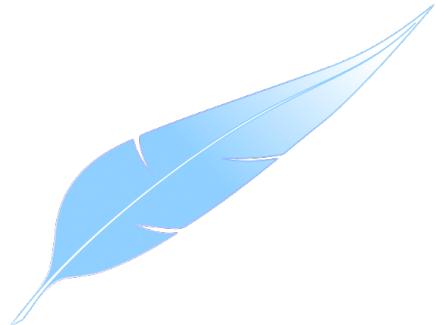
212 composants

5 personnes

1 émetteur

41 jours

2 professeurs



# Plume c'est...

6 PCB

15 bobines

1 imprimante 3D

4 leds

1 train

4 récepteurs

212 composants

5 personnes

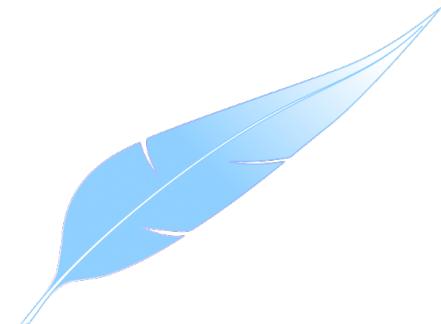
1 émetteur

41 jours

Des ballons

2 professeurs

Des drop's



# Plume c'est...

6 PCB

1 bus SAI

15 bobines

1 imprimante 3D

4 leds

1 train

1 naissance

4 récepteurs

212 composants

5 personnes

42 branches

10 levers de soleil cumulés  
en A406

1 émetteur

41 jours

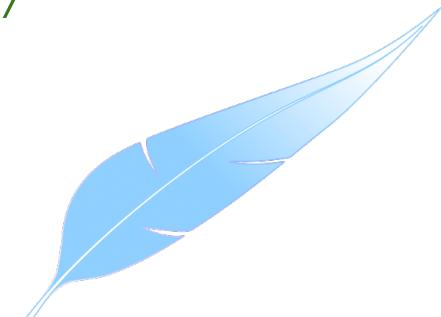
Des ballons

1 futur boys band

2 professeurs

Des drop's

16000 équations (ou pas)

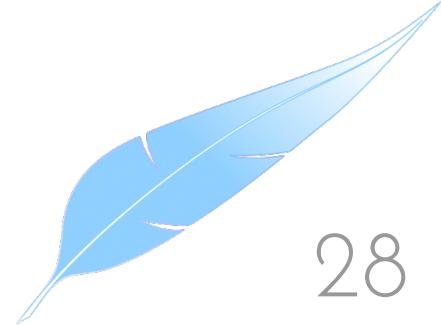




Joyeux anniversaire Alexis et Sam



10 ans





Merci pour votre attention



Merci Alexis et Sam

