

Bluetooth Tracking Report

ObstacleTest.csv

February 14, 2025

1 1D b1d_distance



Figure 1: b1d Distance Over Time

2 1D b2d_distance

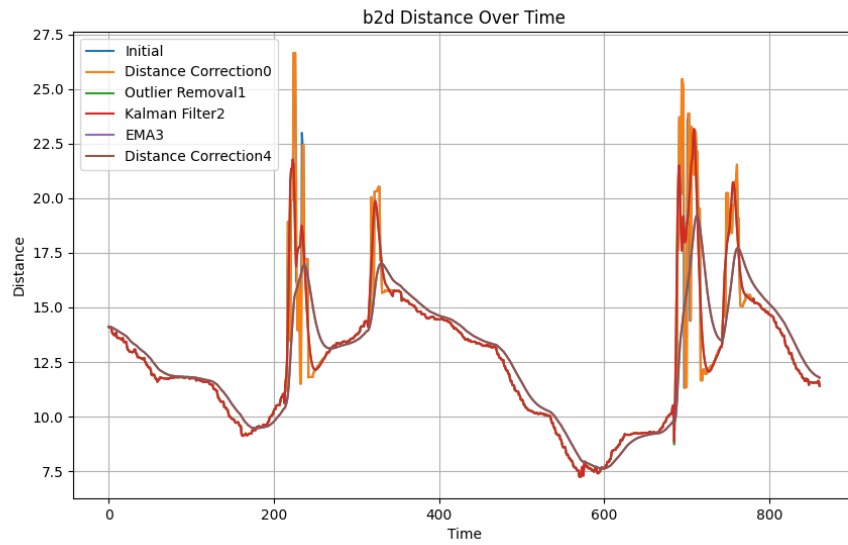


Figure 2: b2d Distance Over Time

3 1D b3d_distance

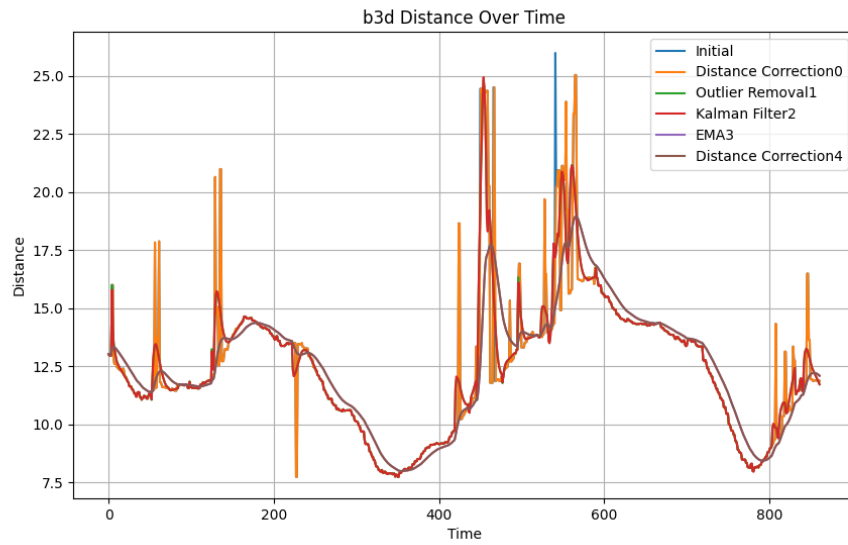


Figure 3: b3d Distance Over Time

4 1D b4d_distance

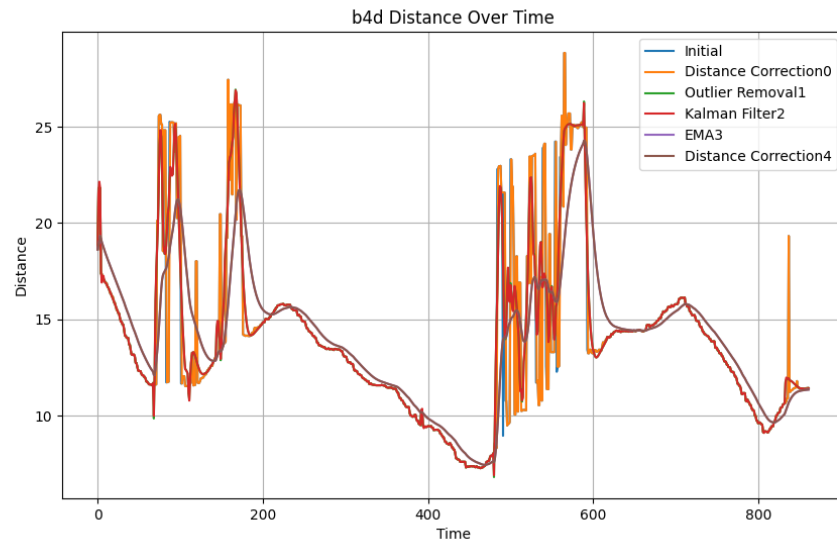


Figure 4: b4d Distance Over Time

5 Initial - Ground Truth

Anchor 1: MAE=4.204 m, RMSE=7.727 m

Anchor 2: MAE=4.398 m, RMSE=5.247 m

Anchor 3: MAE=3.274 m, RMSE=4.804 m

Anchor 4: MAE=3.726 m, RMSE=6.322 m

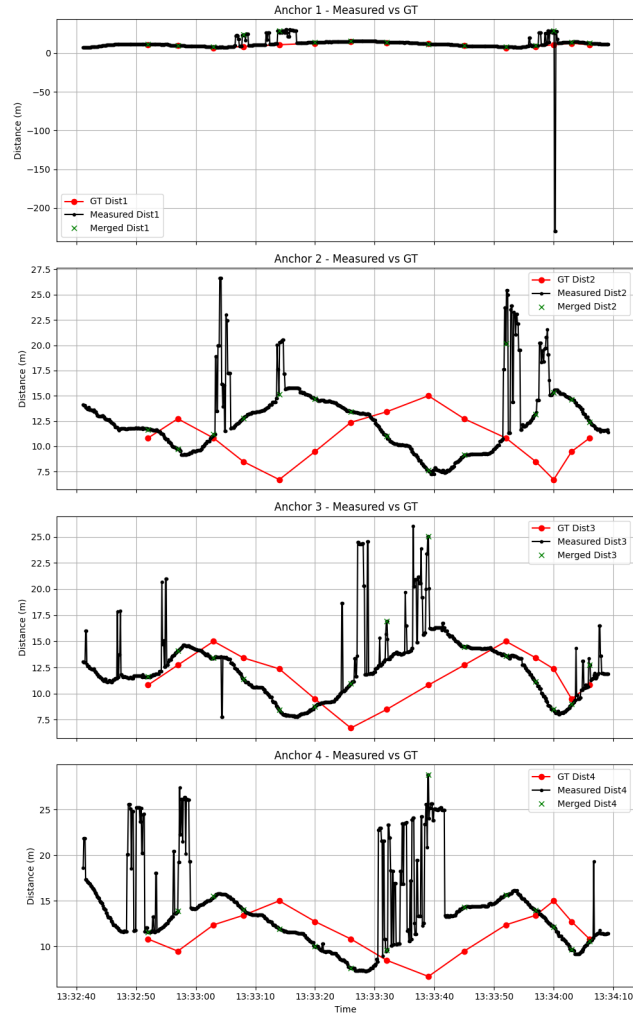


Figure 5: Initial Measured vs GT Distance

6 Distance Correction0 - Ground Truth

Anchor 1: MAE=4.204 m, RMSE=7.727 m

Anchor 2: MAE=4.398 m, RMSE=5.247 m

Anchor 3: MAE=3.274 m, RMSE=4.804 m

Anchor 4: MAE=3.726 m, RMSE=6.322 m

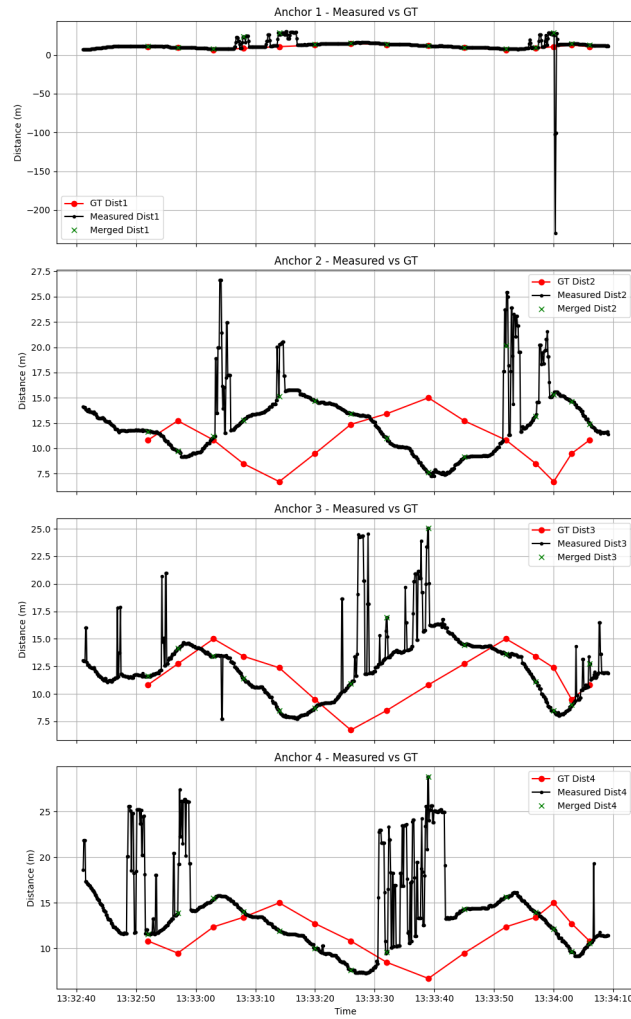


Figure 6: Distance Correction0 Measured vs GT Distance

7 Outlier Removal1 - Ground Truth

Anchor 1: MAE=5.800 m, RMSE=13.003 m

Anchor 2: MAE=4.609 m, RMSE=5.636 m

Anchor 3: MAE=2.784 m, RMSE=3.614 m

Anchor 4: MAE=4.382 m, RMSE=6.276 m

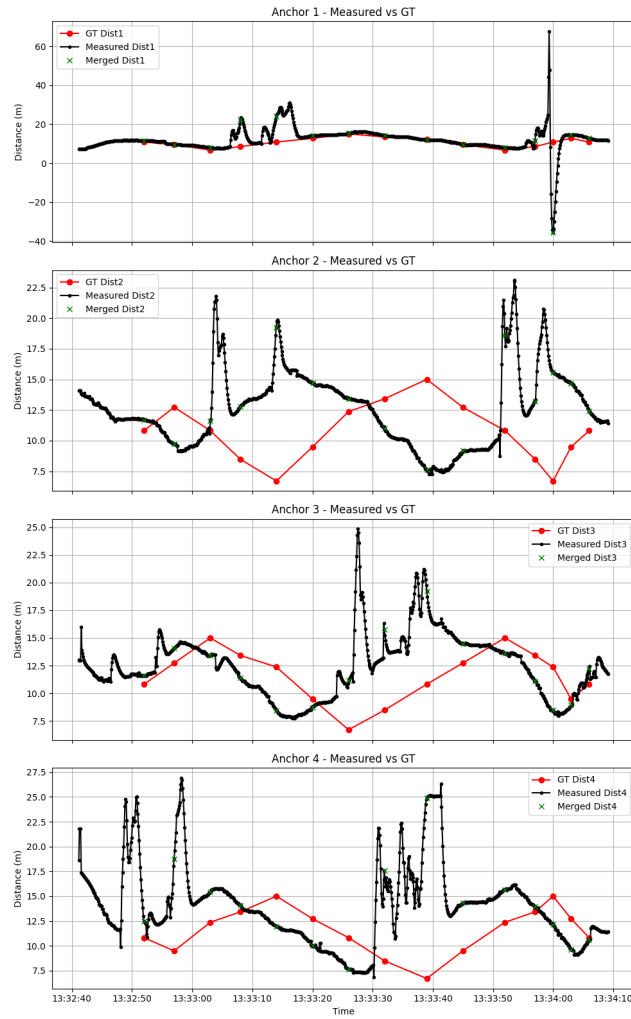


Figure 7: Outlier Removal1 Measured vs GT Distance

8 Kalman Filter2 - Ground Truth

Anchor 1: MAE=5.809 m, RMSE=13.037 m

Anchor 2: MAE=4.607 m, RMSE=5.643 m

Anchor 3: MAE=2.807 m, RMSE=3.661 m

Anchor 4: MAE=4.399 m, RMSE=6.304 m

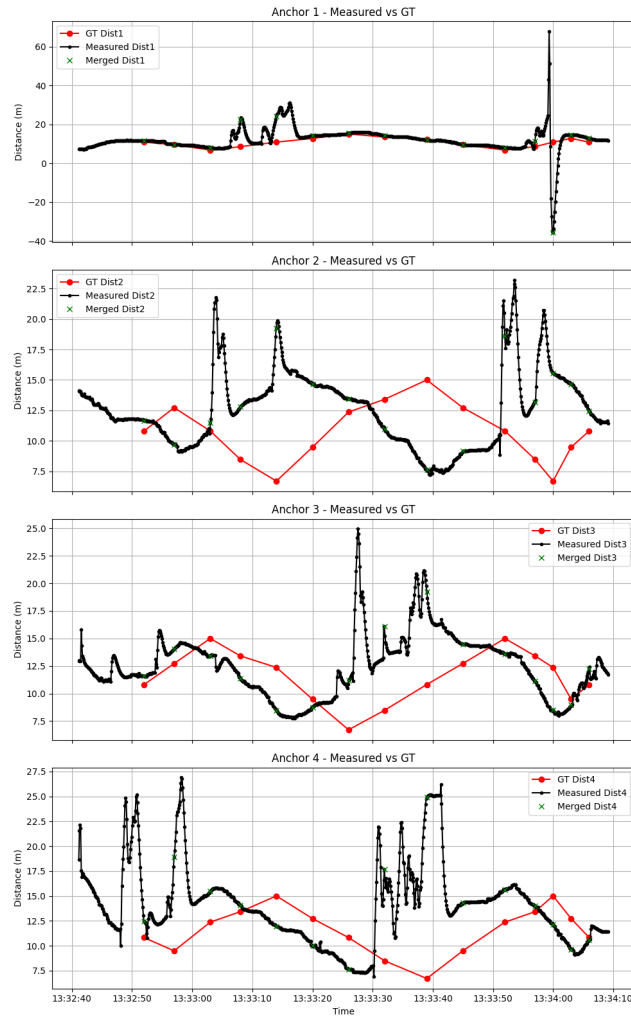


Figure 8: Kalman Filter2 Measured vs GT Distance

9 EMA3 - Ground Truth

Anchor 1: MAE=1.886 m, RMSE=2.509 m

Anchor 2: MAE=4.189 m, RMSE=5.009 m

Anchor 3: MAE=2.313 m, RMSE=3.097 m

Anchor 4: MAE=3.777 m, RMSE=4.844 m

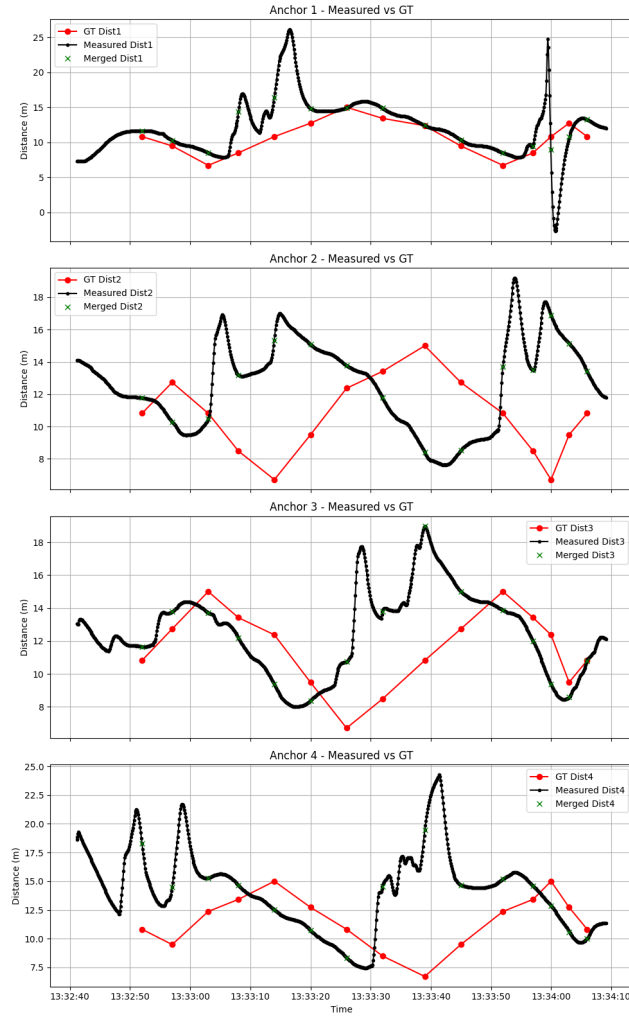


Figure 9: EMA3 Measured vs GT Distance

10 Distance Correction4 - Ground Truth

Anchor 1: MAE=1.886 m, RMSE=2.509 m

Anchor 2: MAE=4.189 m, RMSE=5.009 m

Anchor 3: MAE=2.313 m, RMSE=3.097 m

Anchor 4: MAE=3.777 m, RMSE=4.844 m

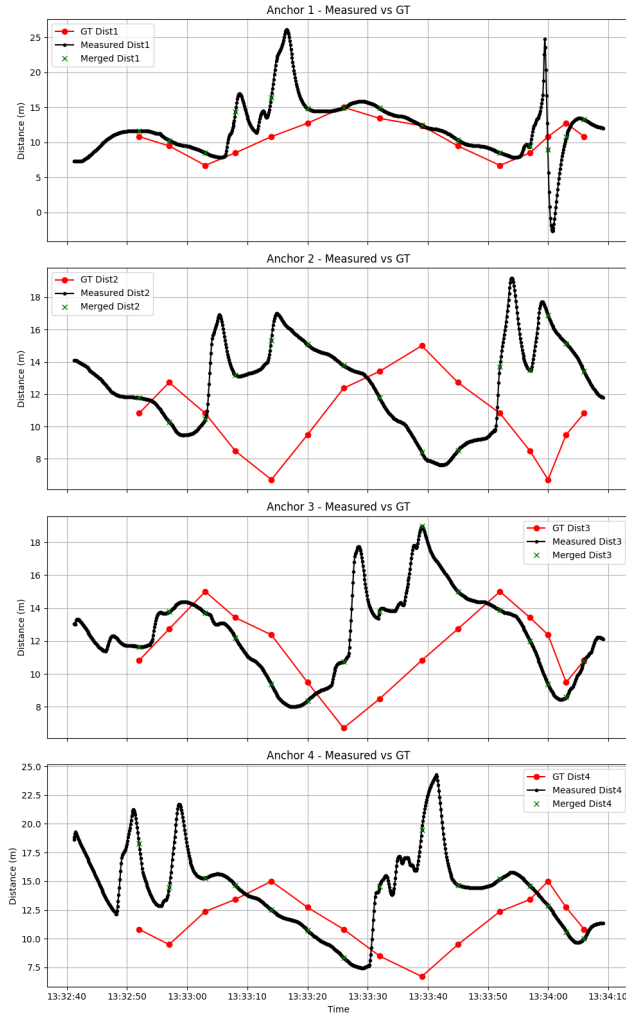


Figure 10: Distance Correction4 Measured vs GT Distance

11 Initial

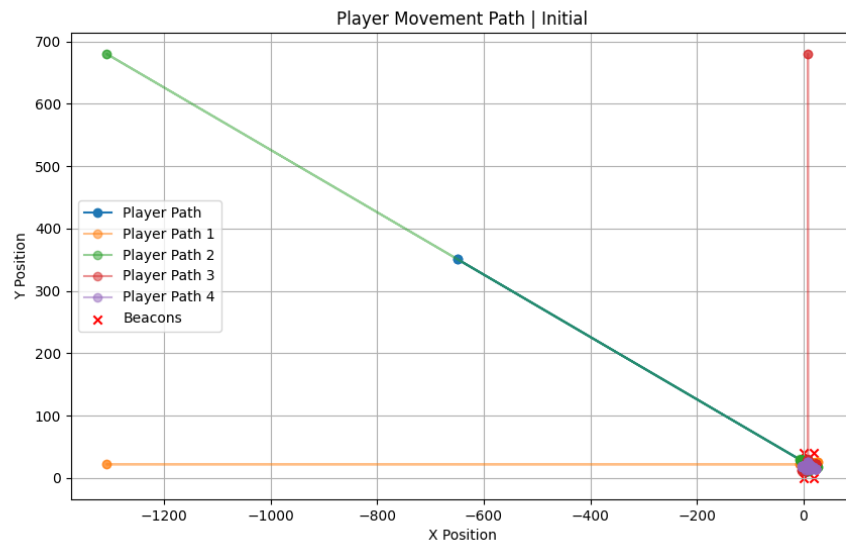


Figure 11: Player Movement Path

12 Distance Correction0

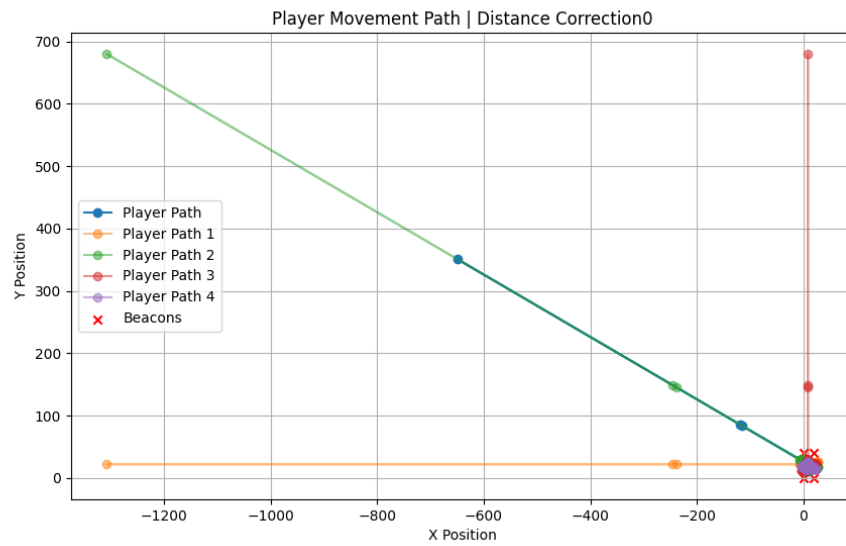


Figure 12: Player Movement Path

13 Outlier Removal1

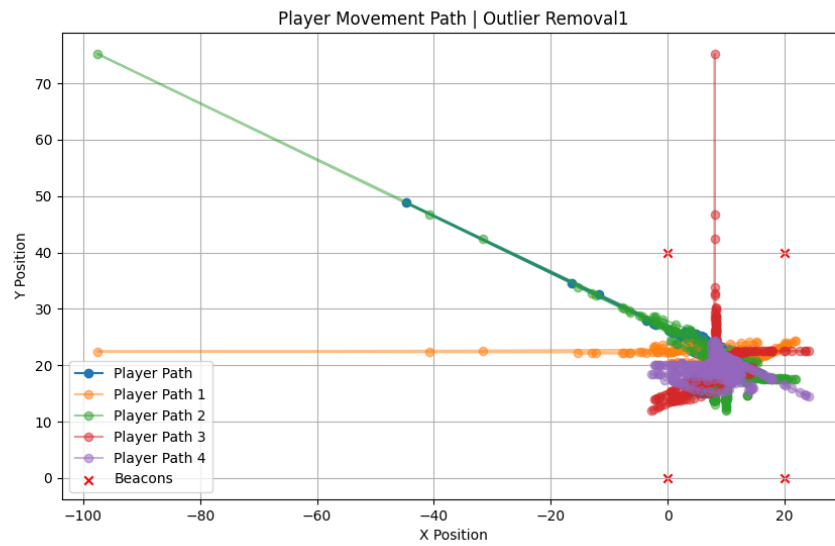


Figure 13: Player Movement Path

14 Kalman Filter2

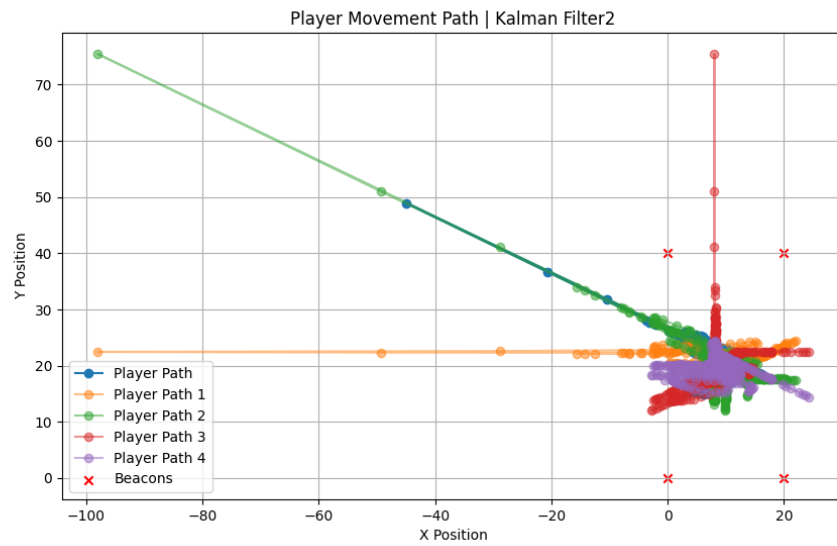


Figure 14: Player Movement Path

15 EMA3

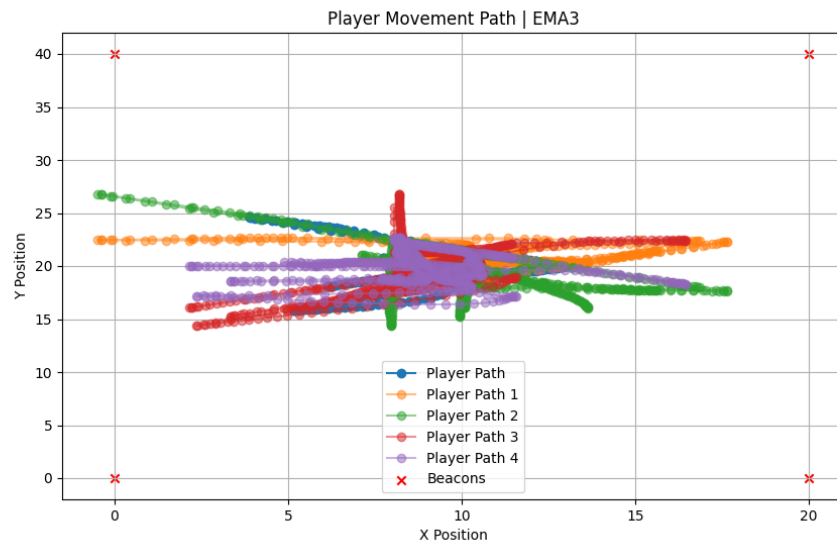


Figure 15: Player Movement Path

16 Distance Correction4

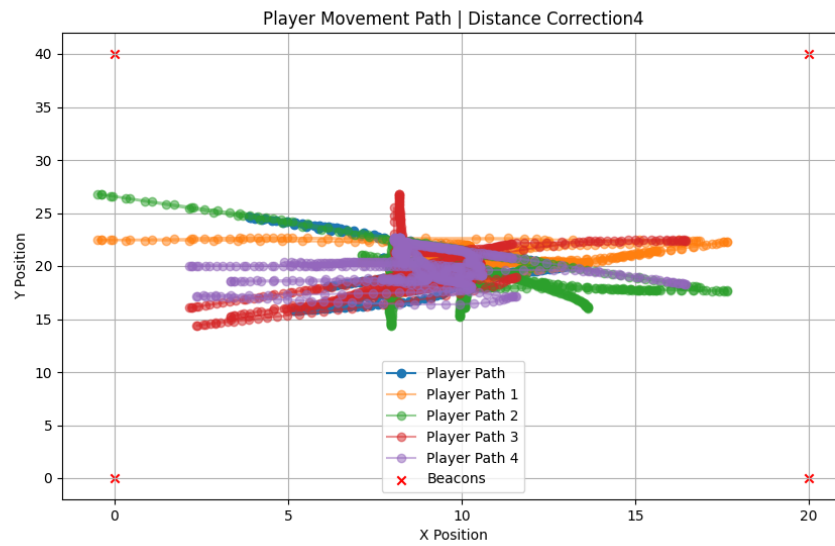


Figure 16: Player Movement Path