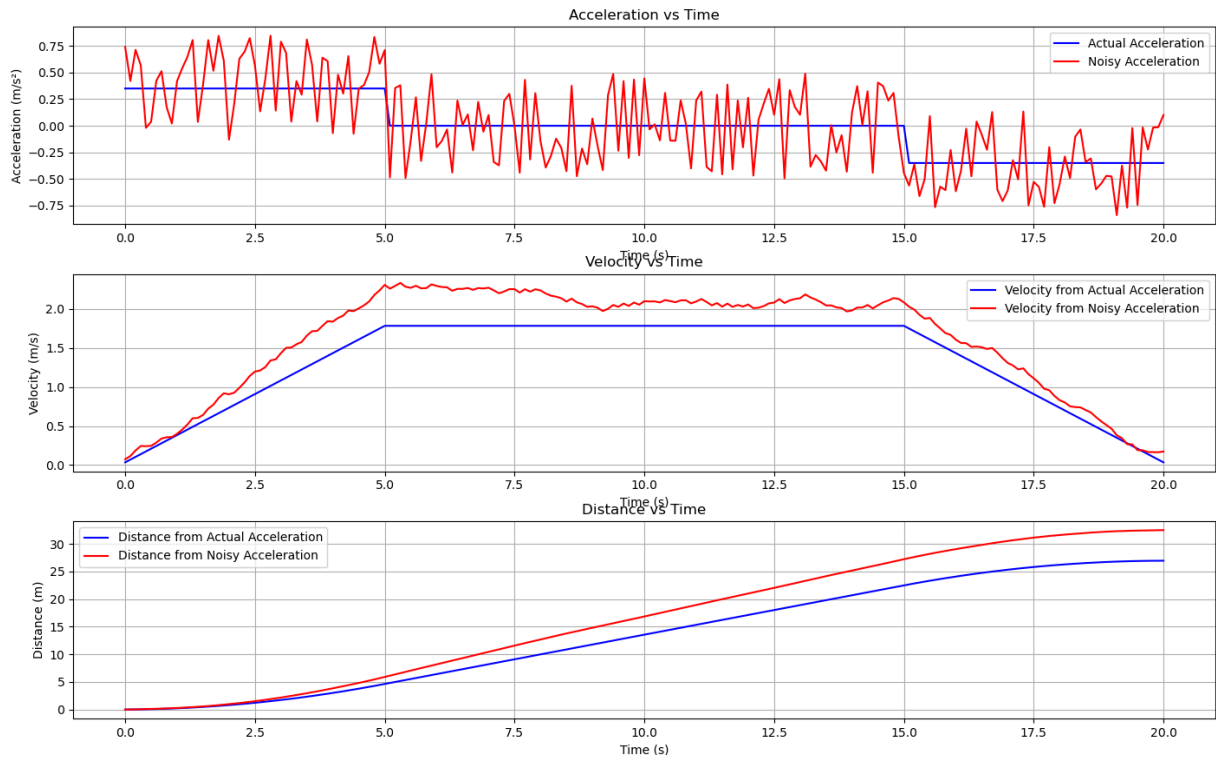


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Part 1



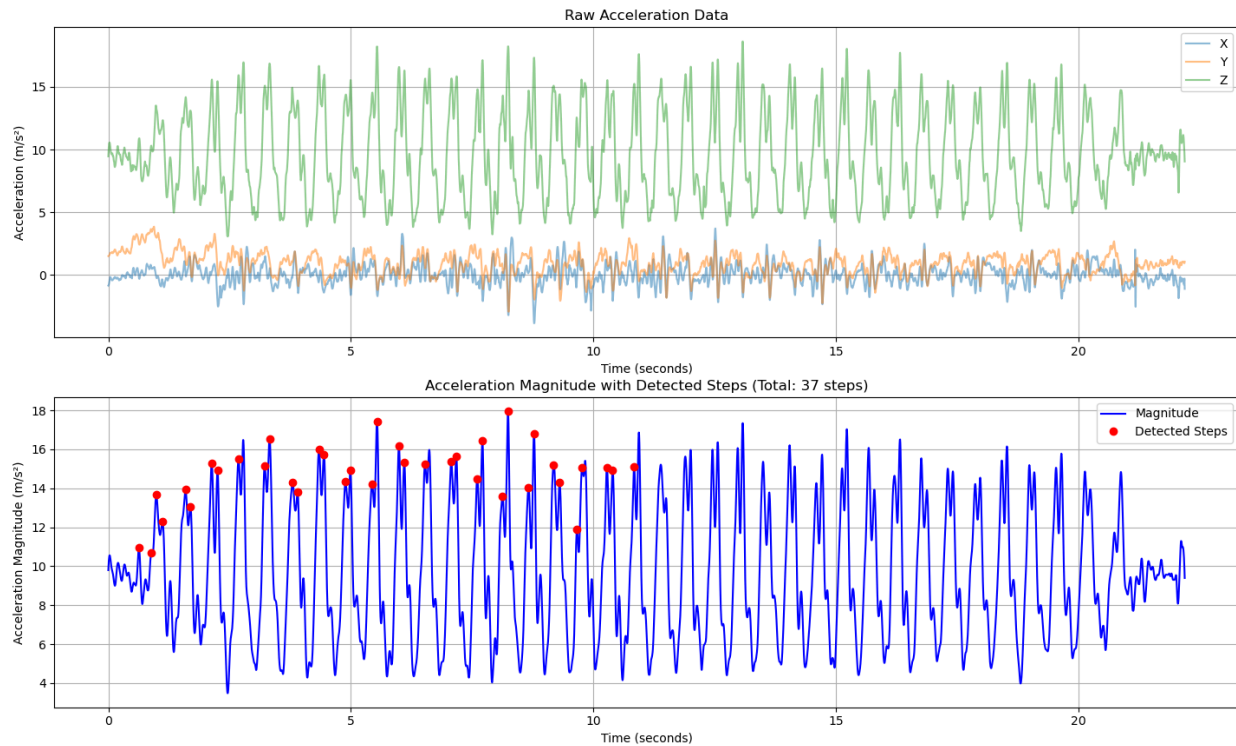
Final distances

Actual: 3.5 m

Noisy: ~4.12 m

The difference is ~0.62 meters, which shows 17.7% error.

Part 2



The data smoothing process uses the Savitzky-Golay filter

- Window length = 21 samples (must be odd)
- Polynomial order = 3

We chose these parameters because:

- Window length 21 provides enough points to smooth out noise while preserving the step pattern
- Polynomial order 3 allows the filter to capture the natural curved shape of acceleration during steps
- This combination effectively removes high-frequency noise while maintaining the important peaks that indicate steps

```
(base) ai@SouljaBook-Air PART2 % python3 step-detection.py
Number of steps detected: 37
```

1. Data Loading and Preparation:

- The function `load_and_prepare_data` reads a CSV file containing accelerometer data (`accel_x`, `accel_y`, `accel_z`) and timestamps.

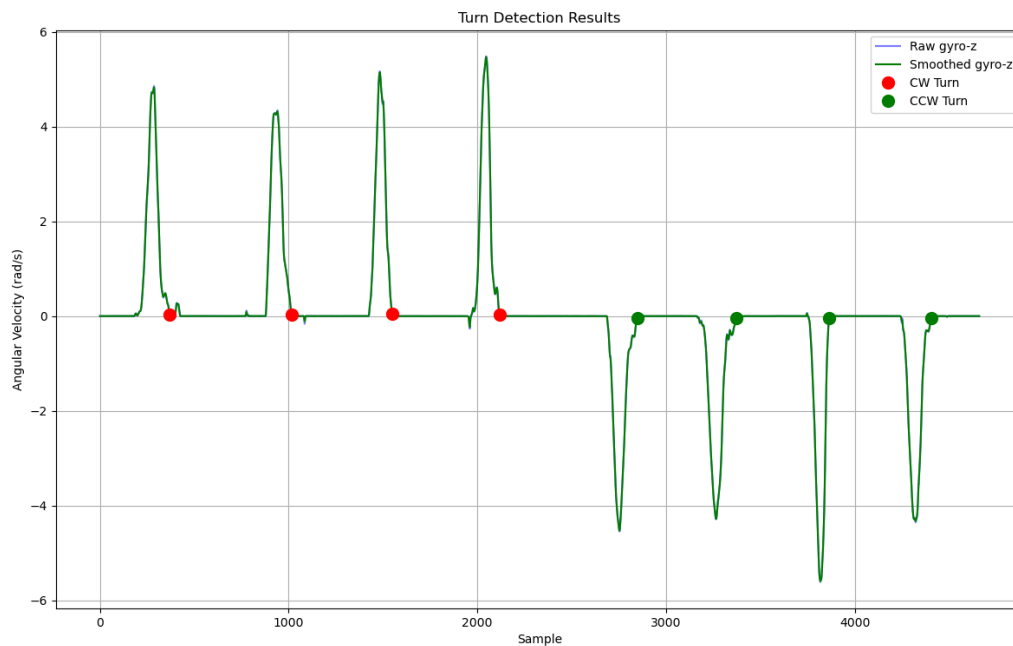
- It calculates the elapsed time in seconds from the initial timestamp for better plotting and analysis.
2. Smoothing Signals:
- The `smooth_signals` function applies a Savitzky-Golay filter to smooth out noise in the accelerometer data for all three axes (`accel_x`, `accel_y`, `accel_z`).
 - Smoothing is crucial to reduce high-frequency noise that might interfere with peak detection.
3. Step Detection:
- The script calculates the magnitude of acceleration using the formula:
- $$\text{magnitude} = \sqrt{(\text{accel_x_smooth}^2 + \text{accel_y_smooth}^2 + \text{accel_z_smooth}^2)}$$
- Peaks in the magnitude signal are identified as steps if:
 - Their value is above a predefined threshold (`min_peak_height = 10.5`).
 - There are sufficient samples between peaks to avoid detecting the same step multiple times (`min_samples_between_peaks = 20`).
4. Step Detection Logic:
- The script scans the magnitude signal, identifying points that are higher than their neighbors and exceed the threshold.
 - The detected peaks are considered steps. A simplistic method divides the detected peaks by 2, assuming peaks represent up-and-down motion.
5. Results and Visualization:
- The `plot_results` function generates plots of the raw acceleration data and the magnitude signal with detected steps marked.
 - It prints the total number of detected steps.

Results of Step Counting:

The script, when executed, it reads a file named `WALKING.csv`, processes it, and outputs:

Total Detected Steps & a visualization

Part 3



1. Data Preparation:

- Load and visualize the raw gyroscope and magnetometer data to identify relevant patterns for turns.
- Apply smoothing techniques (e.g., moving average or low-pass filters) to reduce noise.

2. Direction Detection Algorithm:

- Analyze changes in angular velocity from the gyroscope data to detect 90-degree turns.
- Integrate or compute cumulative angular displacement to determine the angles of rotation.
- Cross-reference magnetometer data (if needed) for better accuracy in detecting direction relative to Earth's magnetic field.

3. Code Implementation:

- Modify or use the turn-detection.py script to:
 - Read and preprocess the TURNING.csv dataset.
 - Detect turning events and classify them as clockwise or counterclockwise.
 - Output the number and angles of the turns detected.

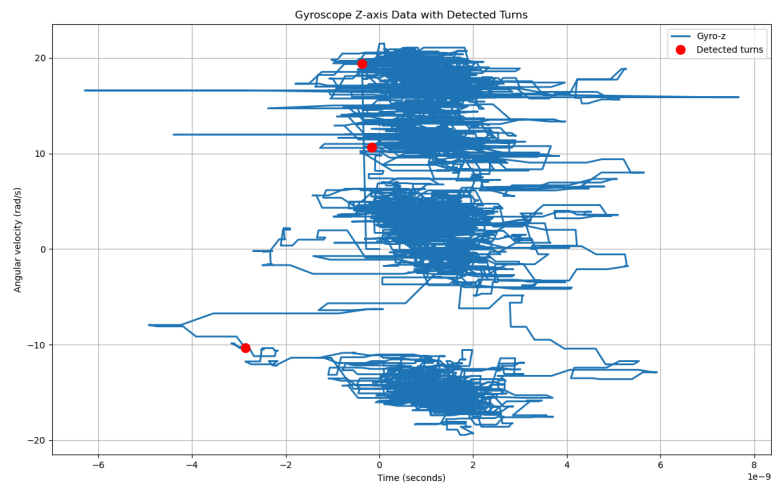
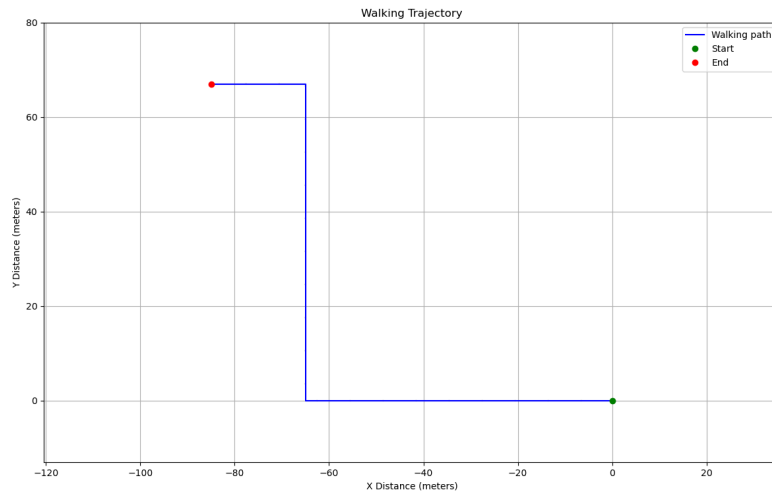
1. CSV Parsing:

- Reads the TURNING.csv file.
 - Extracts timestamp and Z-axis gyroscopic data, ignoring rows with invalid entries.
2. Smoothing:
 - Uses the `scipy.signal.savgol_filter`, which can be applied to smooth noisy gyroscopic data.
 3. Visualization:
 - The inclusion of `matplotlib.pyplot` suggests that plotting might be used for debugging or analysis.

Key Components:

1. Time Difference Calculation:
 - Computes time intervals (`dt`) between consecutive timestamps and normalizes them into seconds.
2. Data Smoothing:
 - Applies a simple moving average with a window size of 5 to smooth the gyroscopic data (`gyro_z`).
3. Turn Detection Logic:
 - Compare smoothed gyroscope values (`smoothed_gyro`) against a threshold (`z_threshold`).
 - Tracks accumulated angular displacement and identifies turns when specific conditions are met.

Part 4



1. Data Integration:

- The WALKING AND TURNING.csv dataset was loaded, which contains timestamped sensor data (acceleration, gyroscope, magnetometer) for both walking and turning.
- The raw data was pre-processed to account for:
 - Using smoothing techniques such as moving averages or low-pass filters.
 - Ensuring all data are in consistent units

2. Step Detection:

- The step detection algorithm from Part 2 was utilized to identify steps in the walking sequence.

- Each step was assumed to be 1 meter.
- The timestamps for detected steps were aligned with the trajectory calculations.

3. Direction Detection:

- Data from the gyroscope and/or magnetometer was analyzed to determine the turning angles.
- The turning detection algorithm from Part 3 identified discrete turns and the associated angles
- These angles were applied sequentially to update the trajectory direction.

4. Trajectory Computation:

- The trajectory was computed iteratively starting from an initial position and orientation
- At each step:
 1. The new position was calculated based on the current orientation and step length:
 2. If a turn was detected, the orientation angle was updated accordingly.

5. Visualization:

- A plot was created to represent the calculated trajectory:
 - The x-axis and y-axis show spatial displacement.
 - Each point represents a step, and lines connecting the points represent the movement.
 - Turns were annotated with arrows or labels to highlight changes in direction.
- A grid or compass rose was overlaid to provide a reference for orientation (north, east, south, west).

6. Implementation:

- The implementation involved scripting in Python (or a similar language):
 - Libraries like matplotlib or seaborn were used for plotting.
 - Data manipulation was performed using numpy or pandas.
 - Custom functions were developed to handle step detection, angle updates, and trajectory plotting.