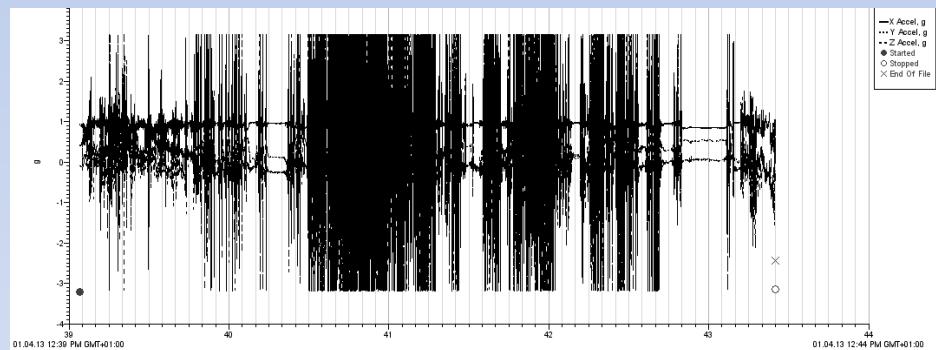




# USAGE OF TRI-AXIAL ACCELERATION OF THE HIND LEG FOR RECOGNIZING SHEEP BEHAVIOR



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# Varieties of hind leg position and locomotion:

## ***POSTURE***



**LAYING**



**STANDING**

# Varieties of hind leg position and locomotion:

## *GAIT TYPES*



**WALKING**

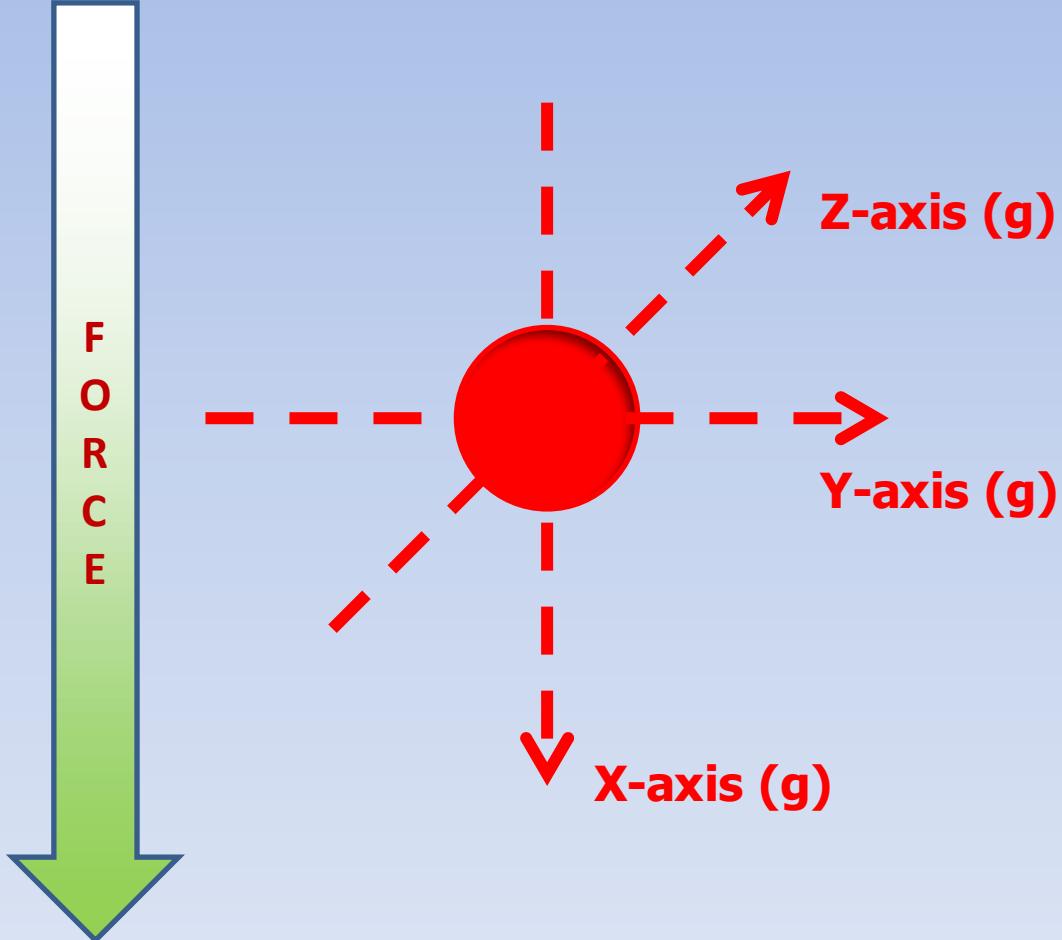


**RUNNING**



**TROTTING**

# Tri-axial accelerometers – Operating principles



**Axis acceleration equation:**

$$x = \cos(180 - \alpha)$$

**Sum vector acceleration:**

$$\text{Sum vector} = \sqrt{x^2 + y^2 + z^2}$$



Accelerometer

$$x = 1g; y = 0$$

$$x = -1g; y = 0$$

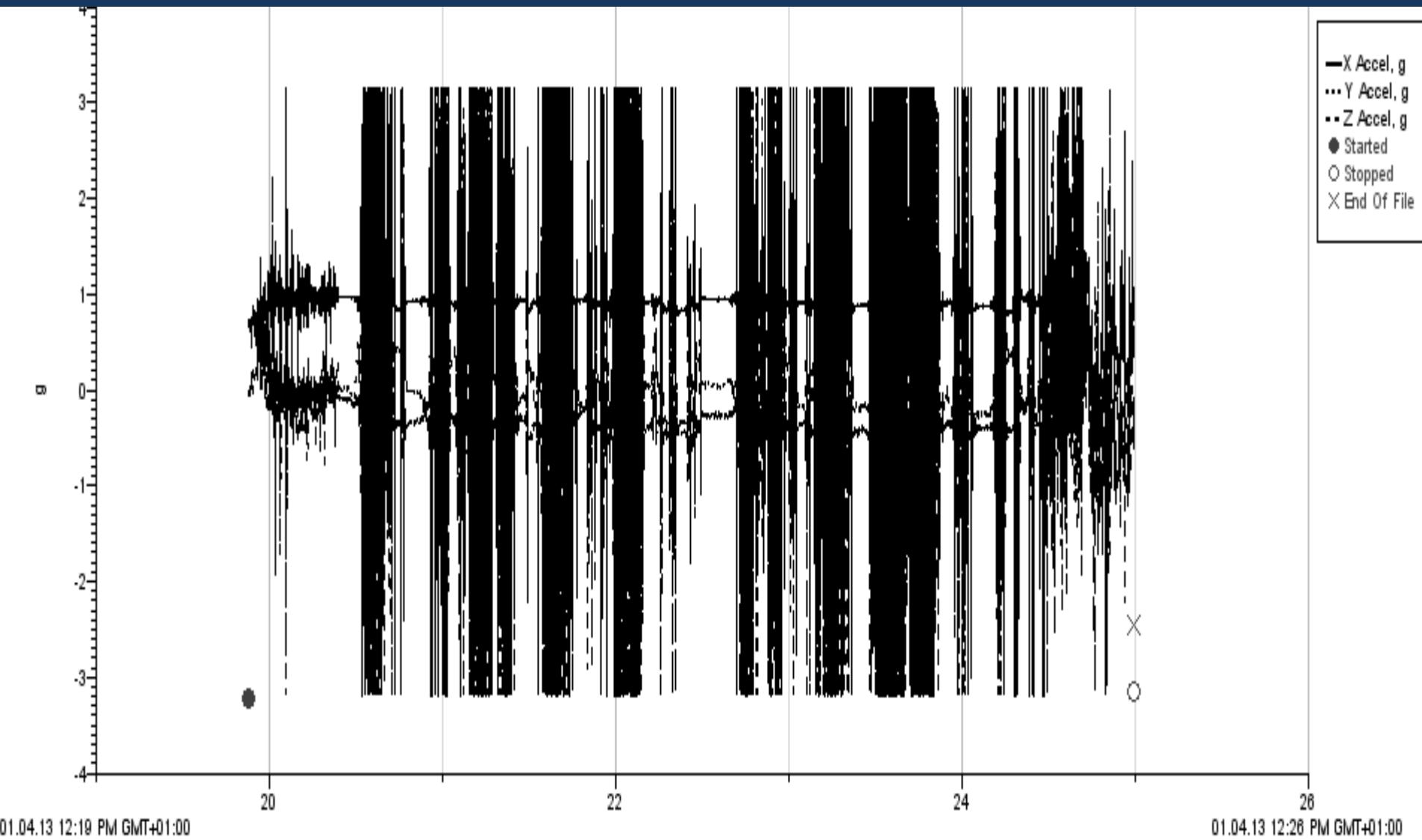


Accelerometer

$$x = 0g; y = 1$$

$$x = 0g; y = -1$$

# Attaching accelerometer on the animal:



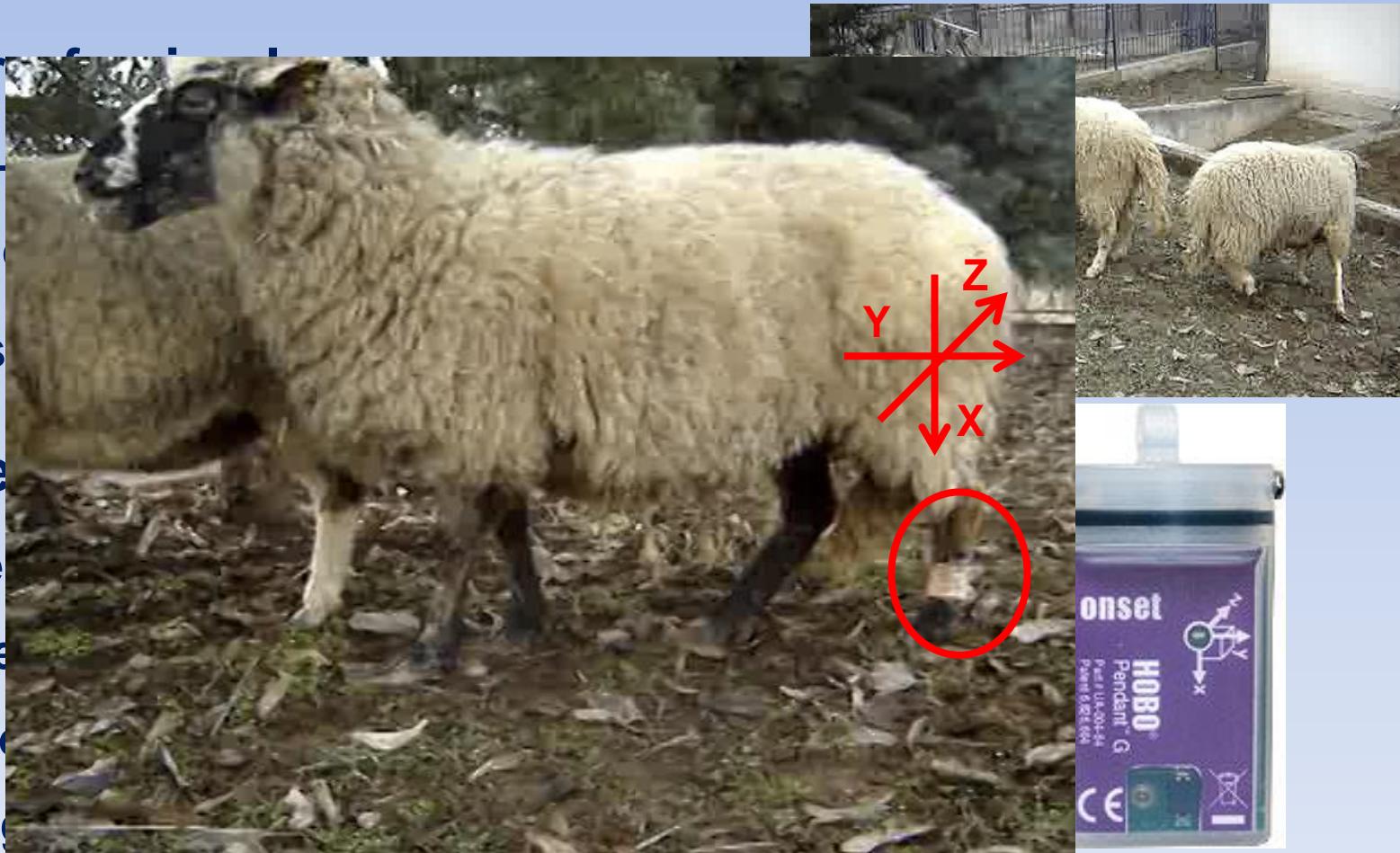
# Objectives

- Interpretation of gathered data from the accelerometer attached on the hind leg of sheep
- Optimized method for discrimination of:
  - Posture (standing & lying)
  - Gait type (walking, trotting & running)
- Stride models and kinematic parameters for walking & running

# Animals & Accelerometers

## ➤ Number of sheep

- Standing – 10 sheep
- Gait – 6 sheep
- Lying – 7 sheep



0.03s(33Hz) ≈ 100 readings/3 seconds (max. duration of 10 min.)

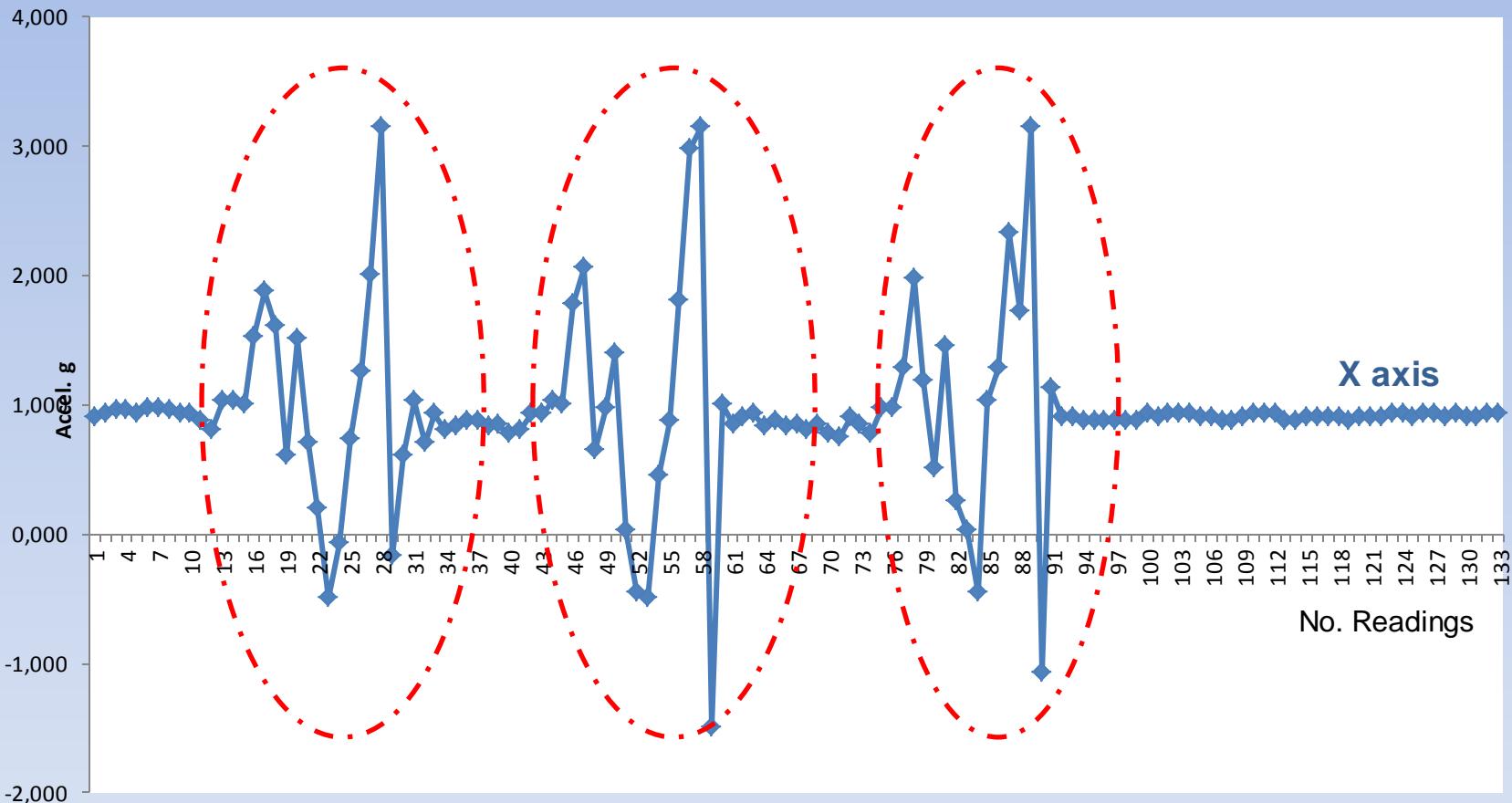
# **Video & Software**

- **Video recording:**  
SONY DSC – S90 camera 25 frames/ s
- **Software:**  
HOBOware Lite® 3.3.3– reading out logger data  
Adobe Premiere Pro CS5.5 ® - video analysis  
MS Excel 2010 & STATISTICA 8.0 - data processing

# Summary of gathered data

	Total time (s)	Acc. readings	No. of sequences	Mean $\pm$ SD time (s) /sequence
Lying	1,800	7,784	6	$637.8 \pm 511.8$
Standing	268.9	8,872	6	$44.8 \pm 20.60$
Walking	102.4	3,402	13	$7.9 \pm 5.9$
Trotting	78.0	2,595	19	$4.1 \pm 1.39$
Running	83.8	2,787	18	$4.7 \pm 3.78$

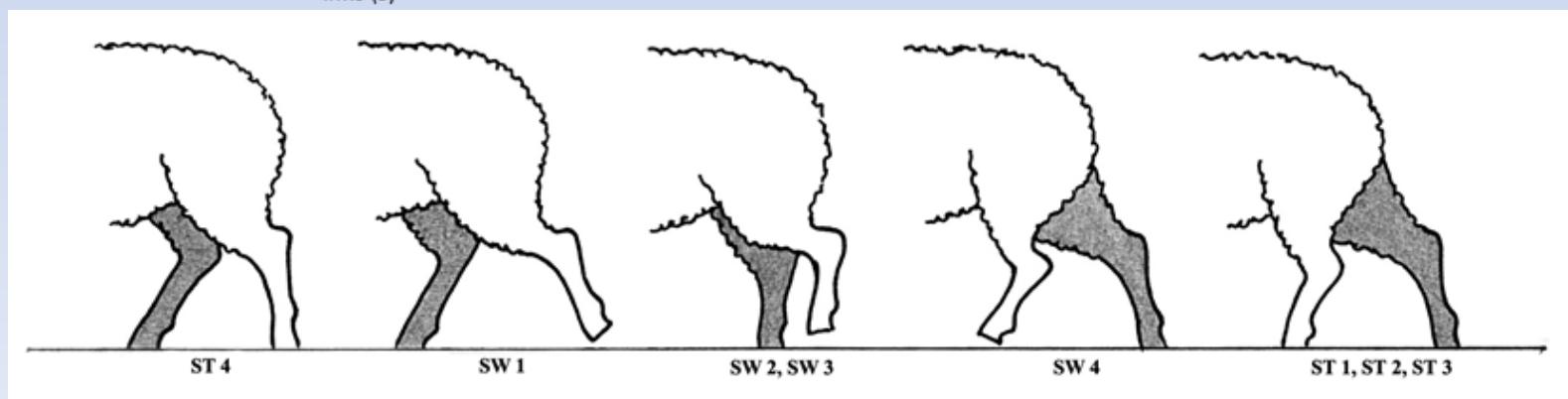
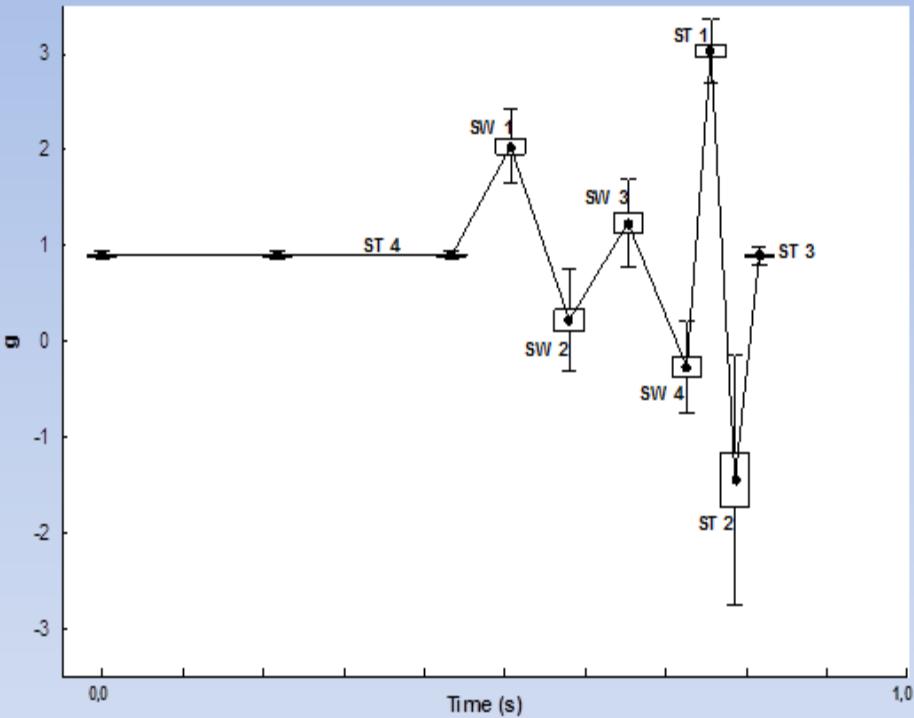
# Single Stride analysis - WALKING



- 94 stride patterns on the vertical (x) axis
- 8 key acceleration points (KAP)

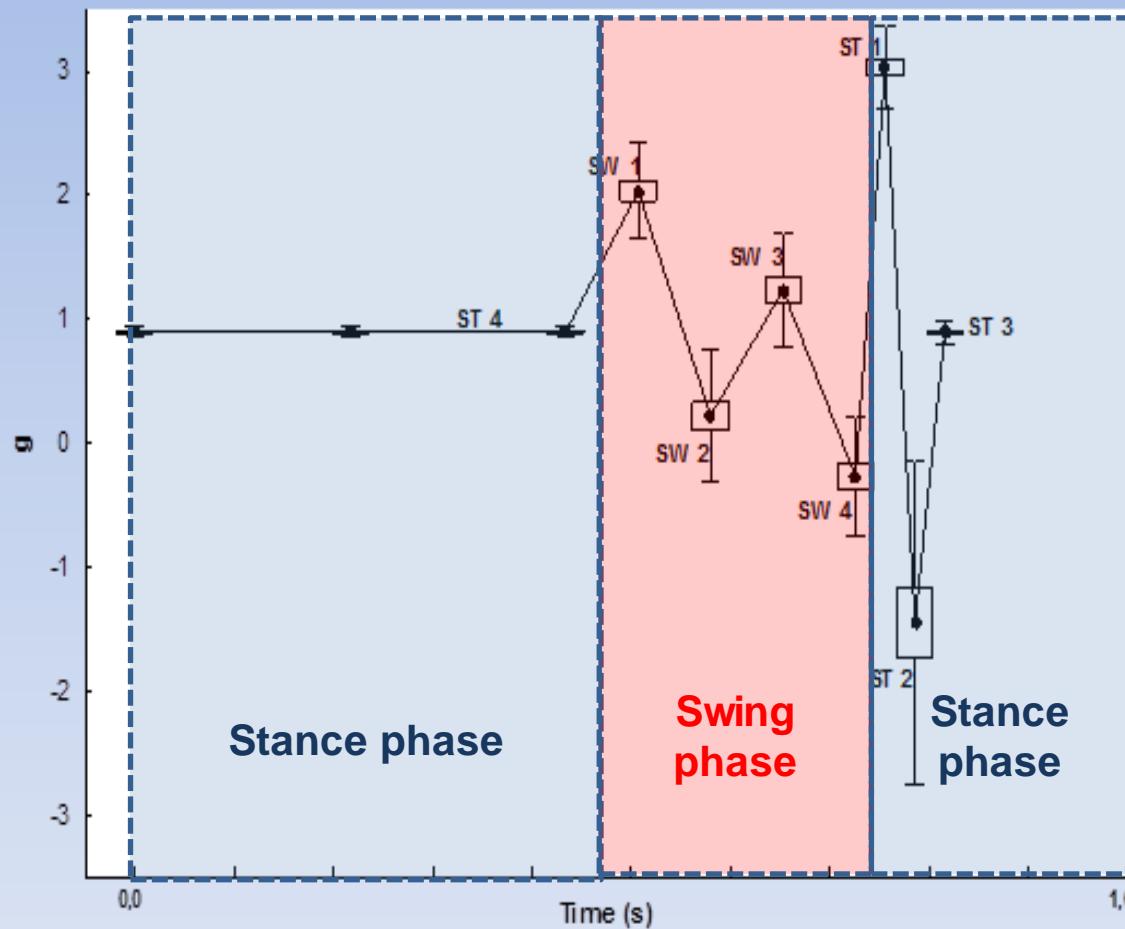
# Single Stride analysis – WALKING

## *Stride Acceleration Model*



# Single Stride analysis – WALKING

## *Kinematic stride parameters*



$$ST_{(tw)} = ST4_{(ts)} - SW4_{(ts-1)}; ST_{(tw)} = ST4_{(ts)} - (SW4_{(ts-1)} + 0.03) \text{, if } SW4_{(ts-1)} + 0.03 \neq ST1_{(ts-1)}$$

$$SW_{(tw)} = SW4_{(ts)} - ST4_{(ts)}; SW_{(tw)} = (SW4_{(ts)} + 0.03) - ST4_{(ts)} \text{, if } SW4_{(ts)} + 0.03 \neq ST1_{(ts)}$$

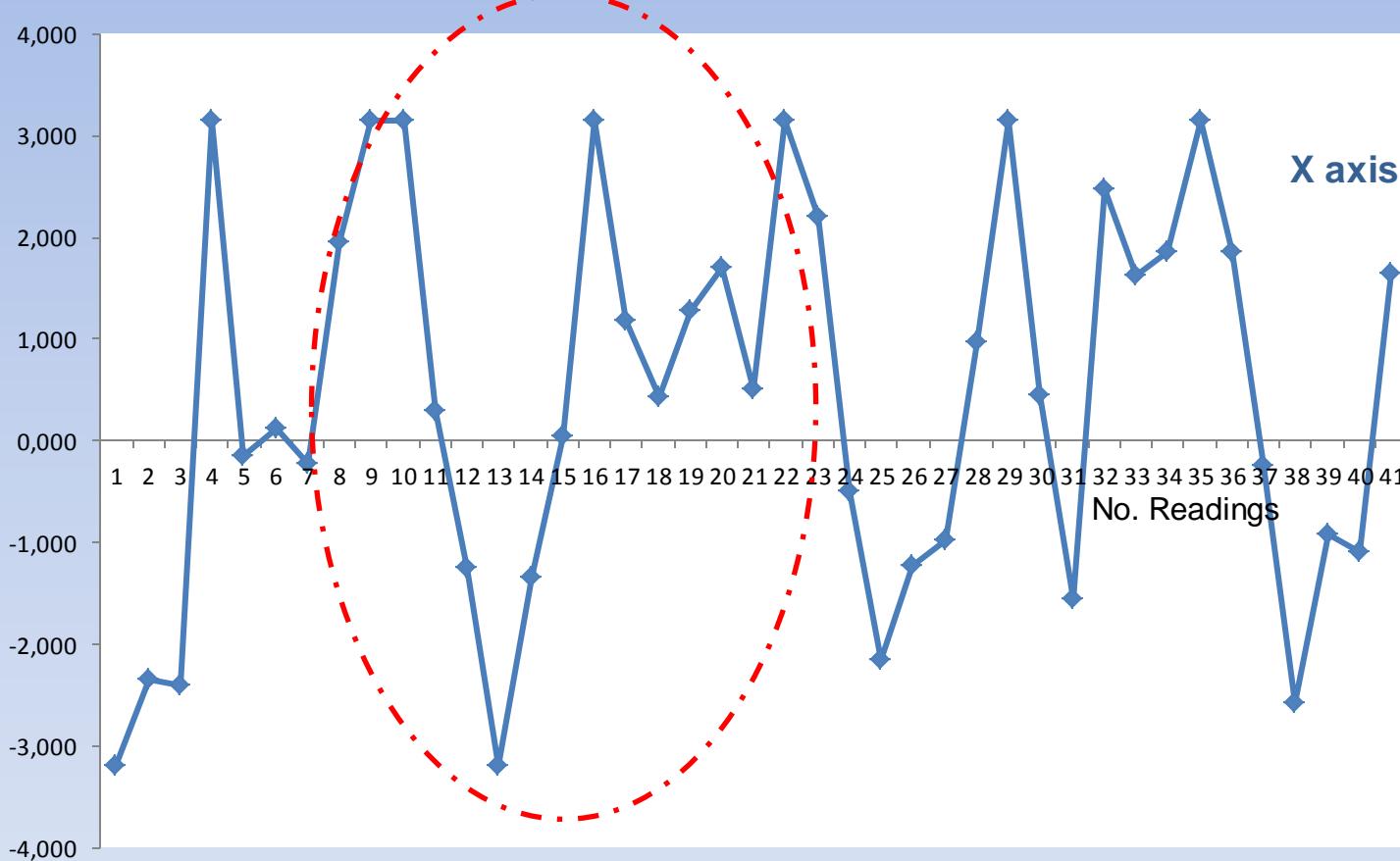
# Single Stride analysis – WALKING

## *Kinematic stride parameters*

	Walking			
	Total strides (n)	Mean ± SD	Range	CI 95%
Stance phase (s)	77	0.52 ± 0.17	0.24 – 1.20	0.48 – 0.56
Swing phase (s)	77	0.29 ± 0.06	0.18 – 0.45	0.28 – 0.31
Stride duration (s)	77	0.81 ± 0.19	0.42 – 1.53	0.77 – 0.86
Duty factor (%)	77	63.30 ± 6.98	44.44 – 80.00	61.71 – 64.88

➤ % error of number of strides comparing with the video of 2%(7% - 33%)

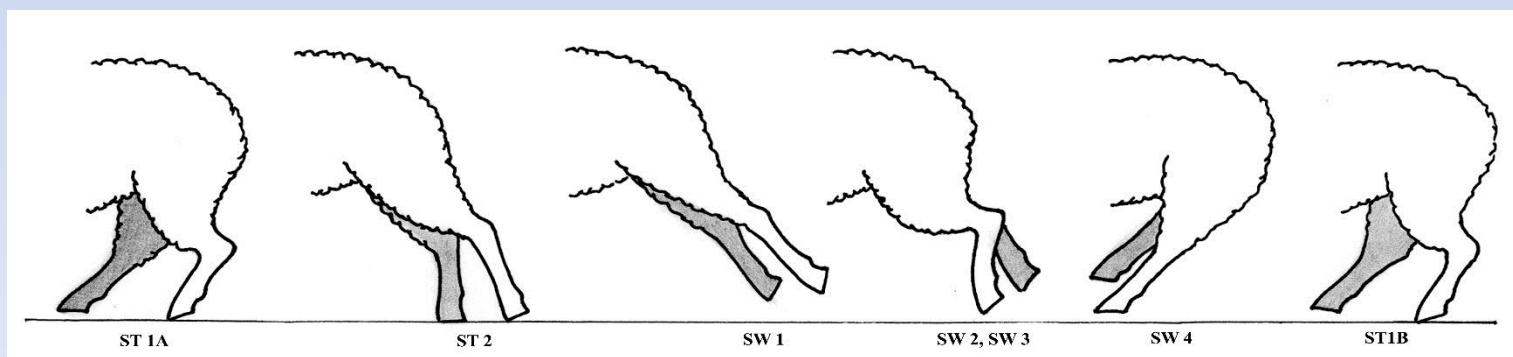
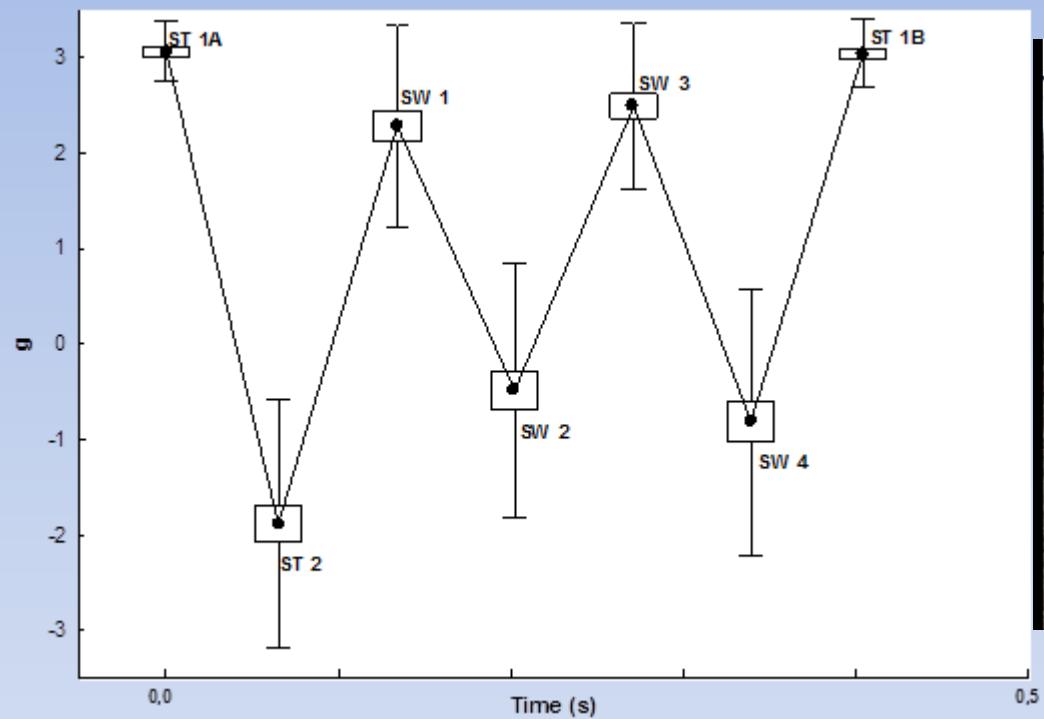
# Single Stride analysis - RUNNING



- 180 stride patterns on the vertical (x) axis
- 7 key acceleration points (KAP)

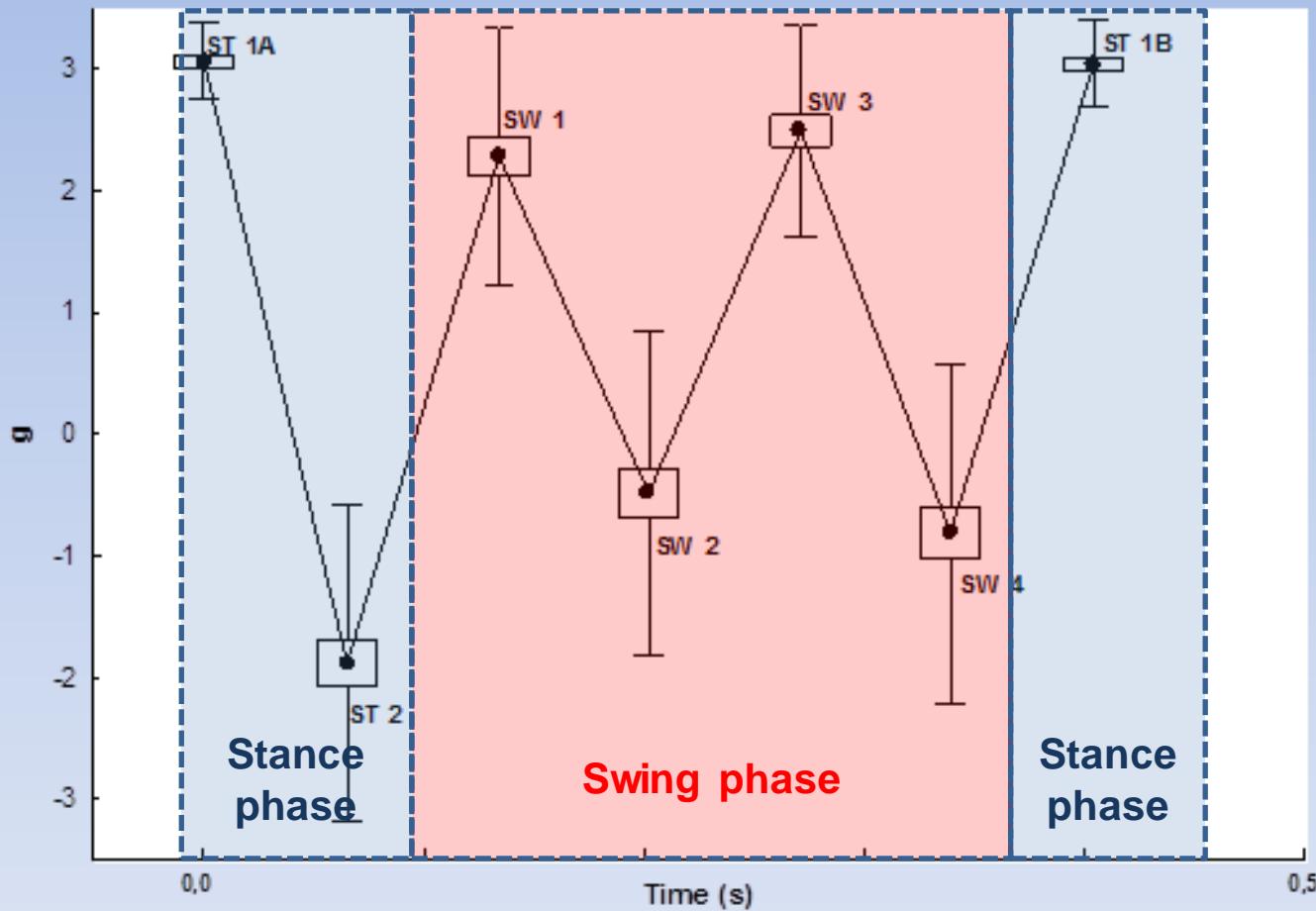
# Single Stride analysis – RUNNING

## *Stride Acceleration Model*



# Single Stride analysis – RUNNING

## *Kinematic stride parameters*



$$ST_{(tr)} = ST2_{(ts)} - SW4_{(ts-1)} ; \quad ST_{(tr)} = ST2_{(ts)} - (SW4_{(ts-1)} + 0.03) , \text{if } SW4_{(ts-1)} + 0.03 \neq ST1A_{(ts)}$$

$$SW_{(tr)} = SW4_{(ts)} - ST2_{(ts)} ; \quad SW_{(tr)} = (SW4_{(ts)} + 0.03) - ST2_{(ts)} , \text{if } SW4_{(ts)} + 0.03 \neq ST1B_{(ts)}$$

# Single Stride analysis – RUNNING

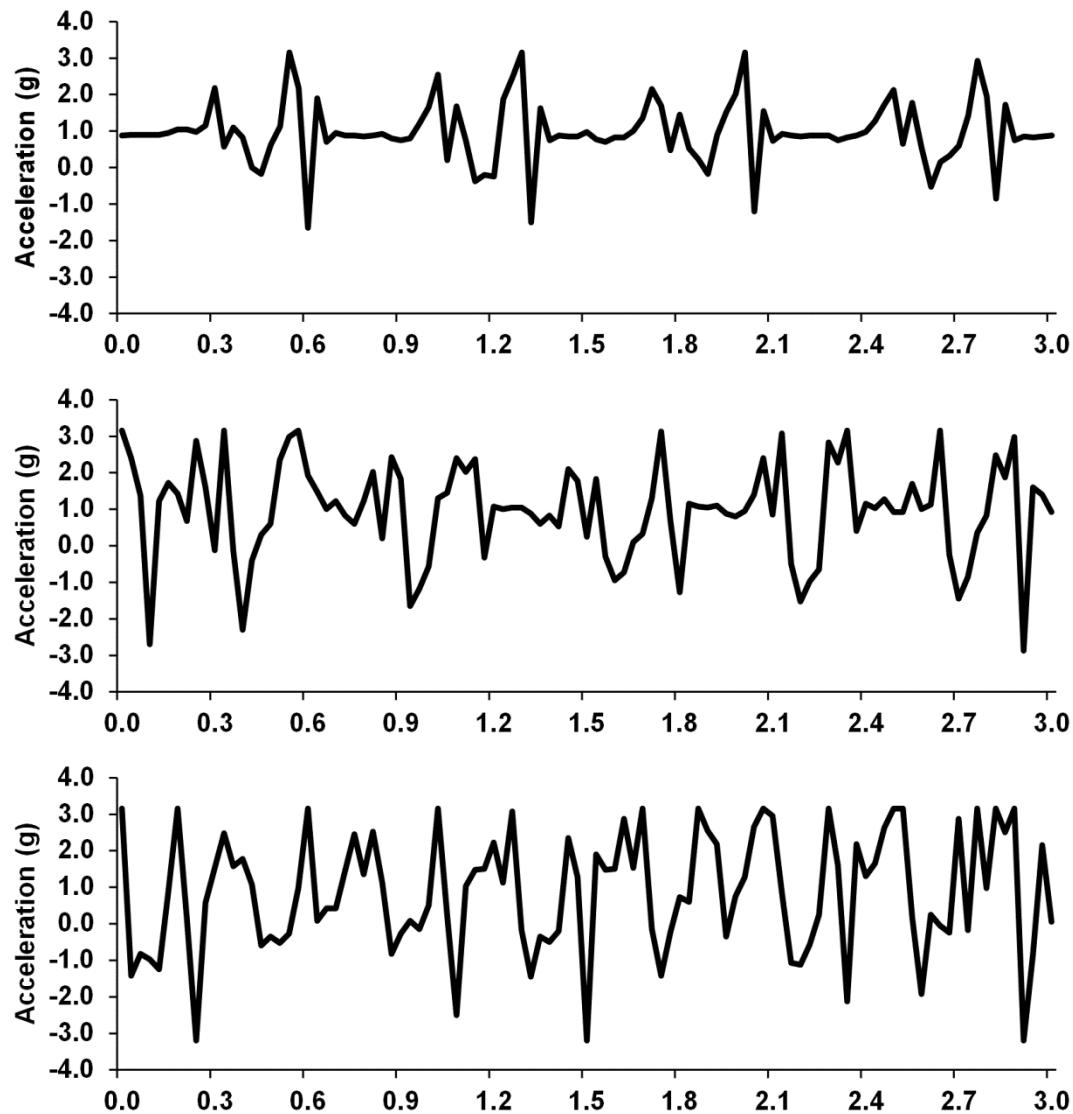
## *Kinematic stride parameters*

	Running			
	Total strides (n)	Mean ± SD	Range	CI 95%
Stance phase (s)	161	0.13 ± 0.05	0.06 – 0.27	0.12 – 0.14
Swing phase (s)	161	0.27 ± 0.08	0.12 – 0.48	0.26 – 0.29
Stride duration (s)	161	0.40 ± 0.08	0.21 – 0.69	0.39 – 0.42
Duty factor (%)	161	32.51 ± 10.42	12.50 – 66.67	30.89 – 34.13

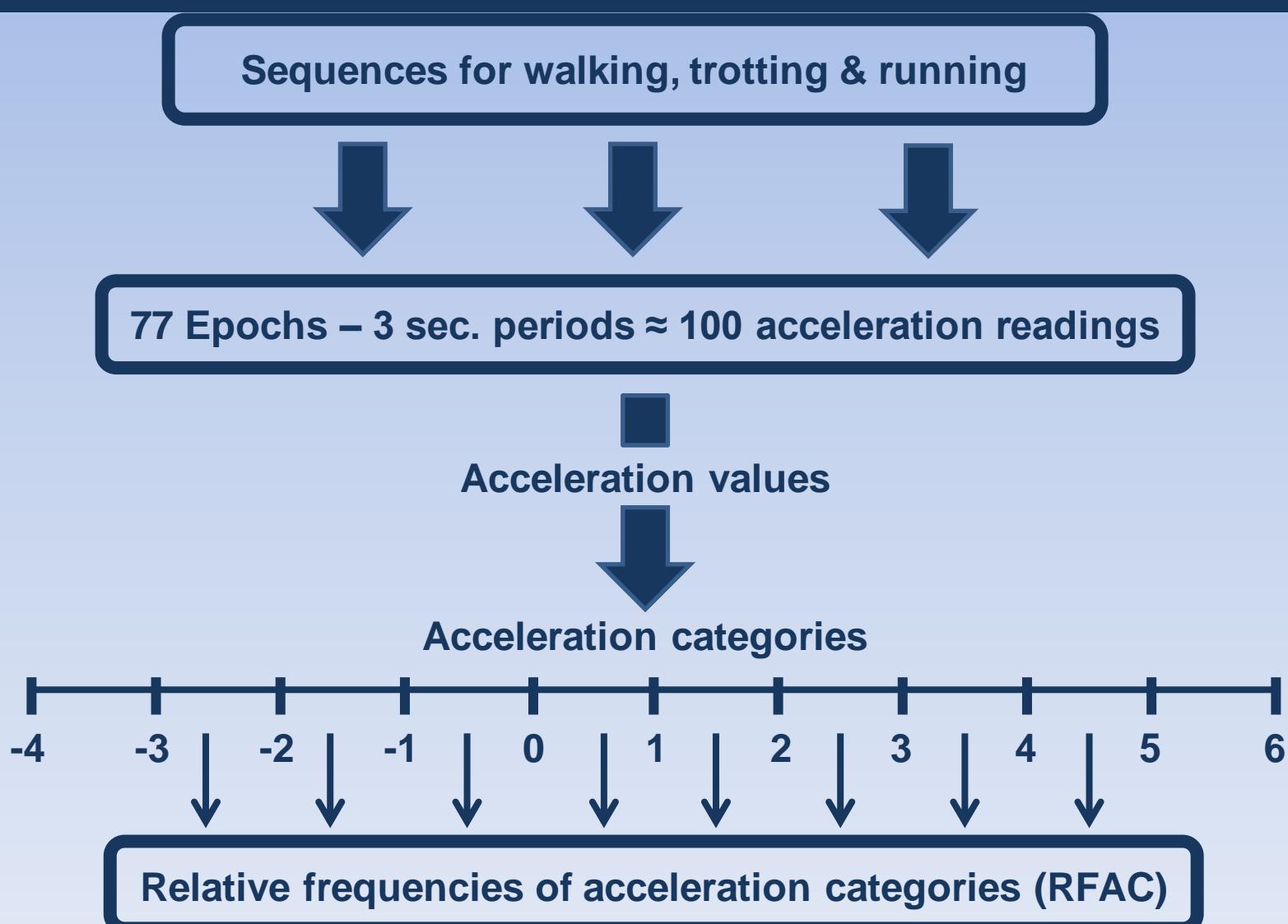
➤ % error of number of strides comparing with the video of 1%(9% - 33%)

# Gait discrimination

- Walking
- Trotting
- Running



# Gait discrimination



# Gait discrimination

- Discriminant function of RFAC for the vertical, horizontal axes & Sum vector

	Acceleration Categories				
Vertical (x) axis	0 - 1	1 - 2	2 - 3	-3 – (-2)	
Horizontal (y) axis	3 - 4	2 - 3	-4 – (-3)	-2 – (-1)	-2 – (-1)
Sum Vector	0-1	2 - 3	5 - 6	1 - 2	3 - 4

# Gait discrimination

## ➤ Classification function

$$S_g = c_g + w_{gAC1} * rf_{AC1} + w_{gAC2} * rf_{AC2} + \dots + w_{gACm} * rf_{ACm}$$

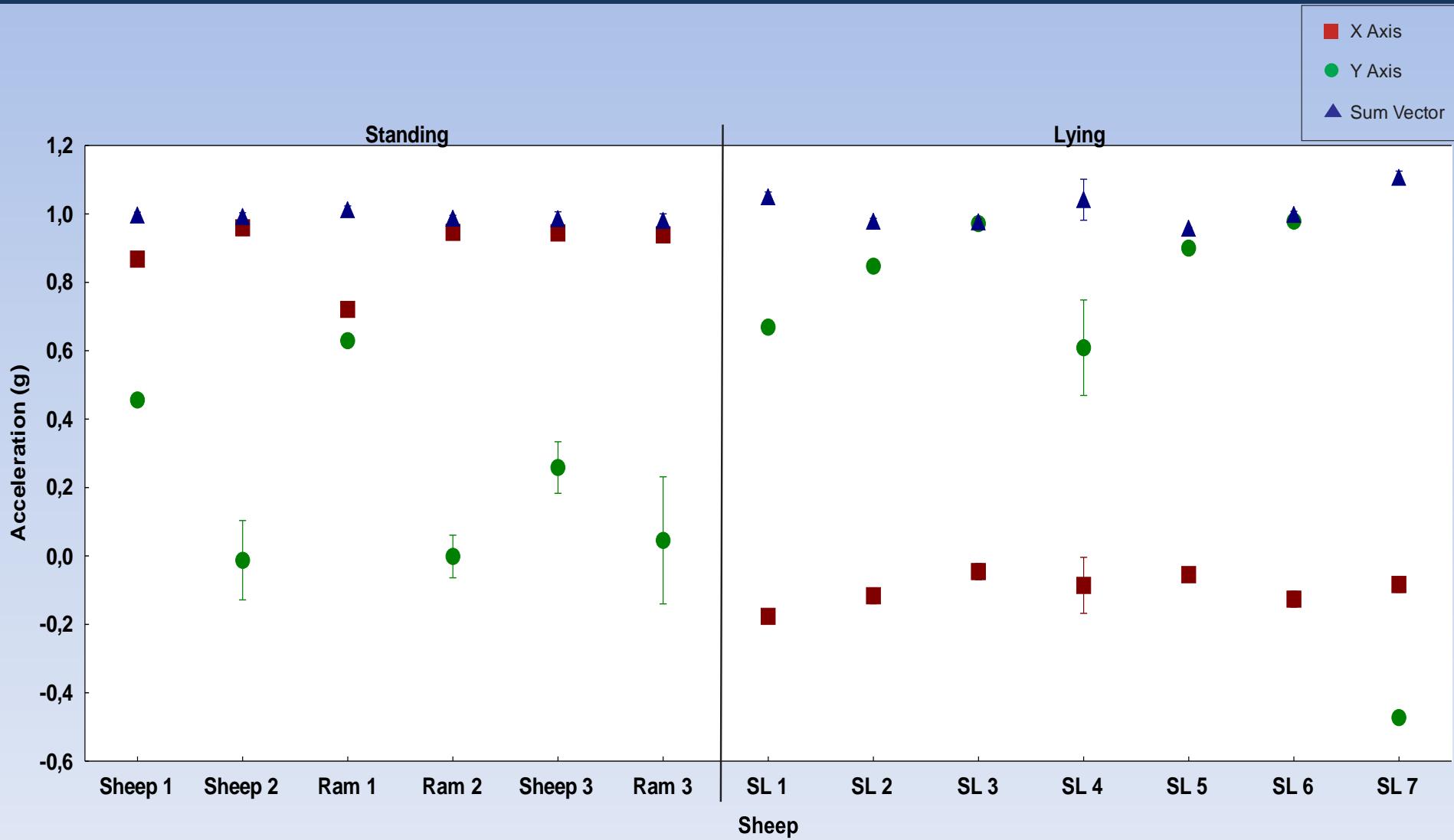
## ➤ Post hock classification matrix

- Vertical axis – correct cases 89.6%
- Horizontal axis – correct cases 90.9%
- Sum vector – correct cases 87.0%
- Trotting - least ; Walking – most accurate

## ➤ Optimized method for gait discrimination:

- using one axis and 4 or 5 AC identifies the gait type

# Standing vs Lying



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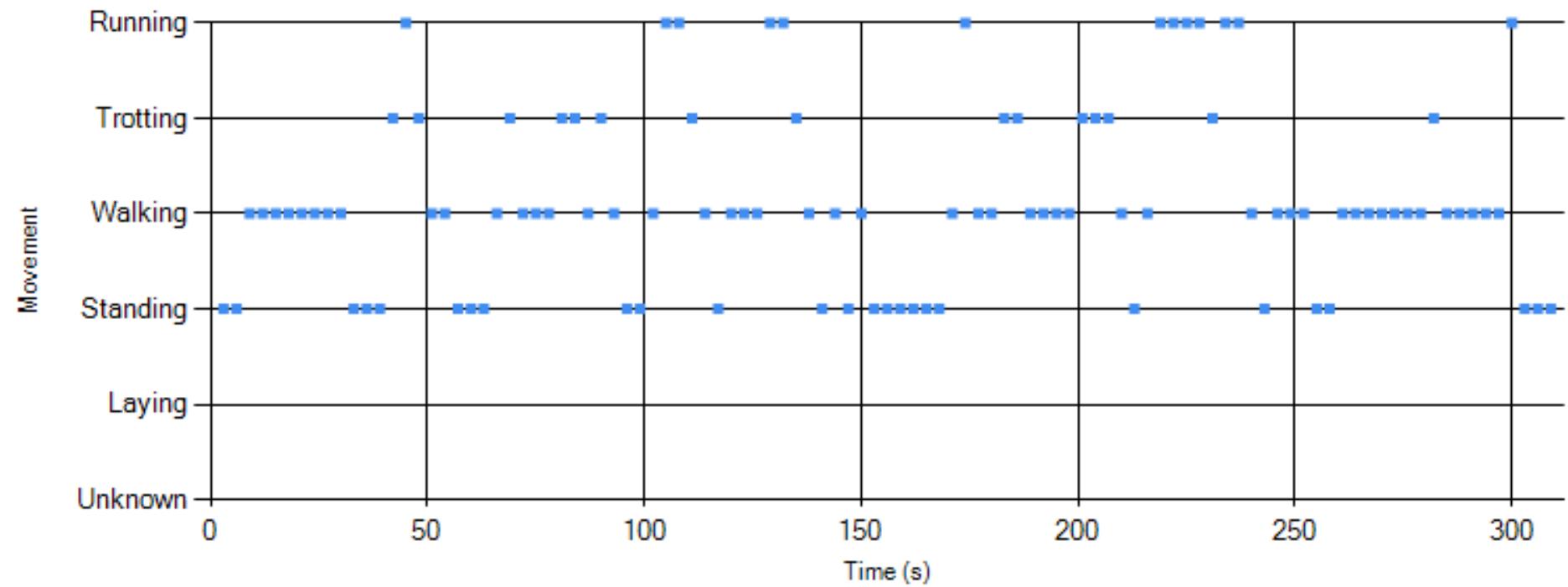
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### SIMULATION EXAMPLE – ONLY FOR TESTING

No file chosen

If you don't have sample file, [Click here to DOWNLOAD sample Sheep1.txt file for testing the algoritham](#)

[www.aniwalk.com](http://www.aniwalk.com)





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