RADAR: Indoor RF-Based Positioning

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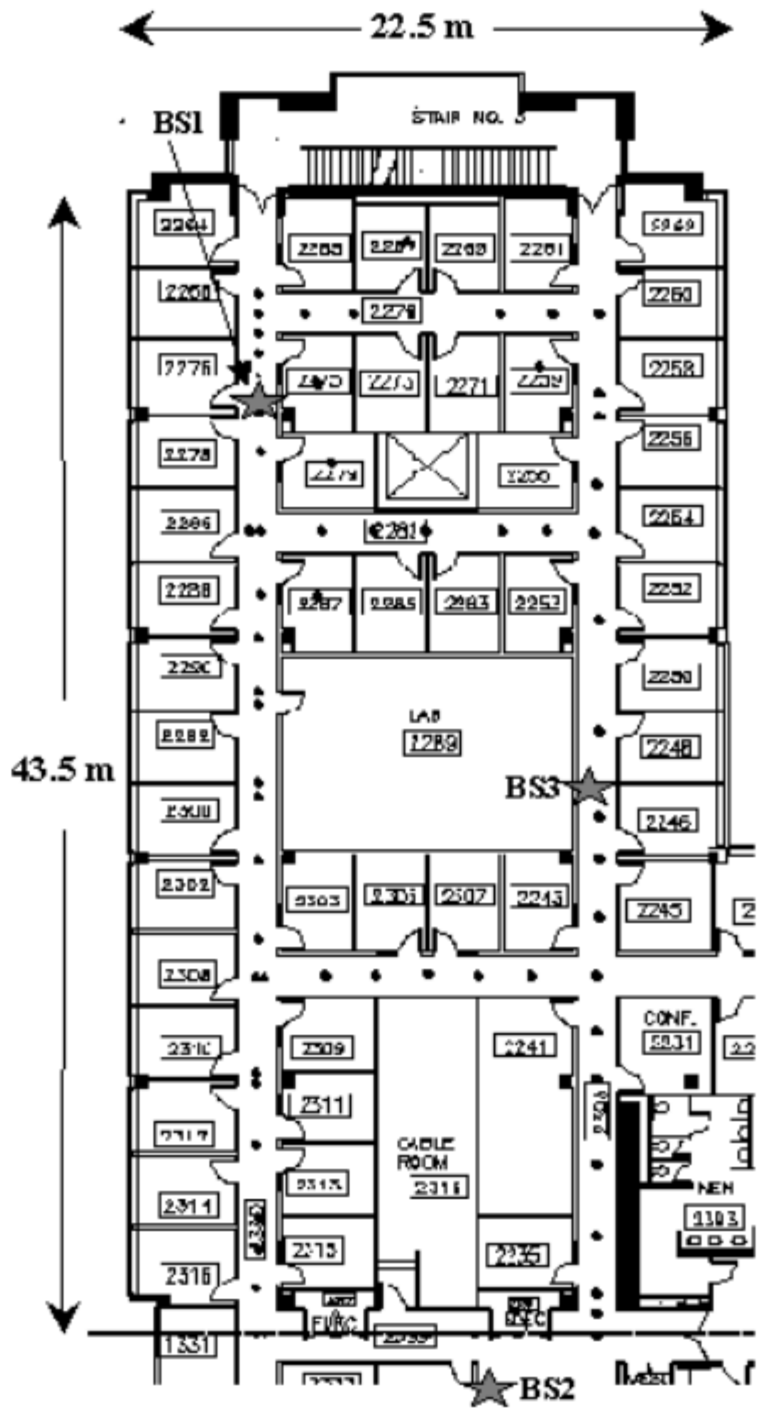
Microsoft Research

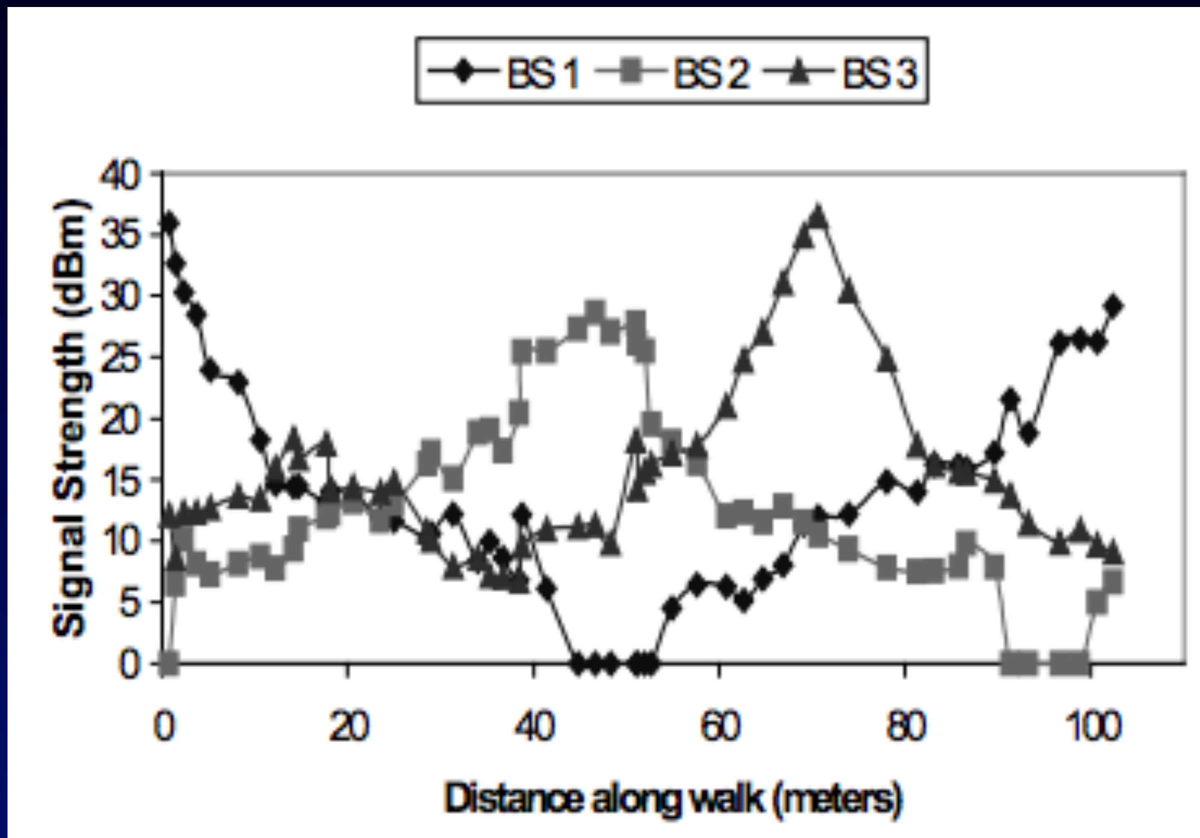
MIT 6.S062 Spring 2017
(Balakrishnan & Madden)

Why are we reading this paper?

- First paper to propose using wireless LANs for indoor location estimation
- Measurement-based / analysis paper (not system)
- Idea in this paper is pioneering – and with many enhancements and progress is a viable approach today in many settings


22.5 m
BS1
43.5 m
LAB
BS3
CONF.
CABLE ROOM
BS2

Signal strength at the base stations as user walks



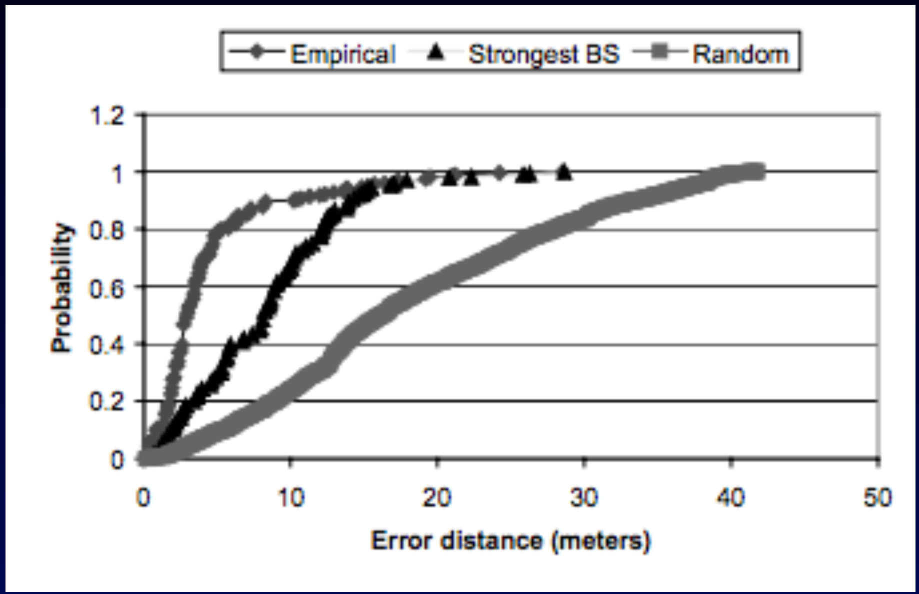
Approach

- Summarize signal strength samples at base stations
- Metric for determining best match
- Determine “best match”

Approach

- Summarize signal strength samples at base stations
  - Mean signal strength over a time window
- Metric for determining best match
  - Nearest neighbor in signal space, i.e., Euclidean distance between ss’ and ss vectors
- Determine “best match”
  - Empirical method
  - Signal propagation model

Evaluation



- Critiques
  - Strongest BS is a weak strawman; random worse!
  - Leave-out-one validation isn't as convincing
  - (They also find that 70 measurement locations was over-determined for their location)

The Cricket Indoor Location System

Hari Balakrishnan

Cricket Project
MIT Computer Science and Artificial Intelligence Lab
http://nms.csail.mit.edu/~hari
http://cricket.csail.mit.edu

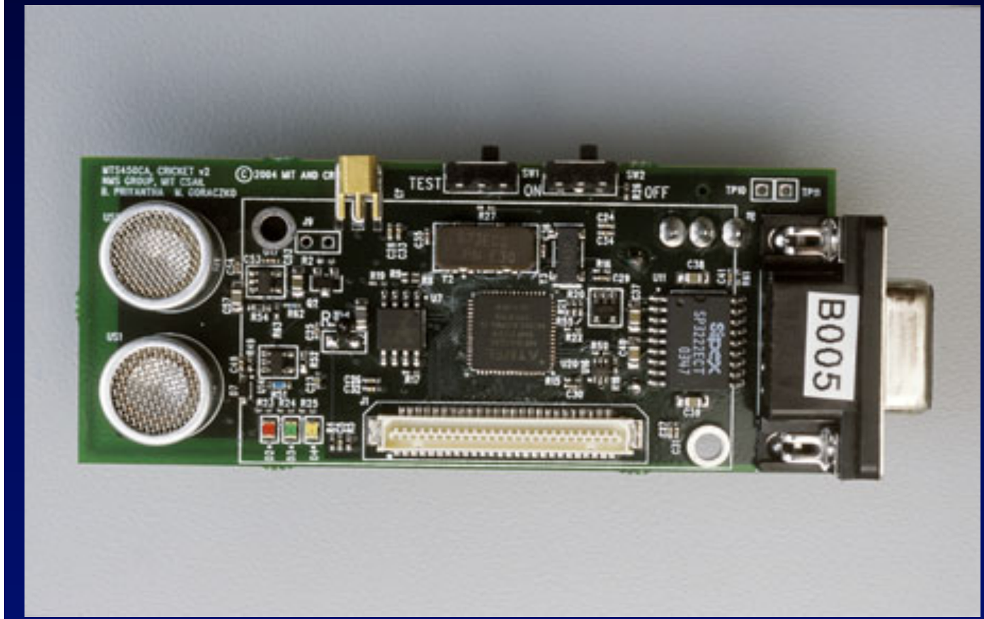
Joint work with Bodhi Priyantha and others

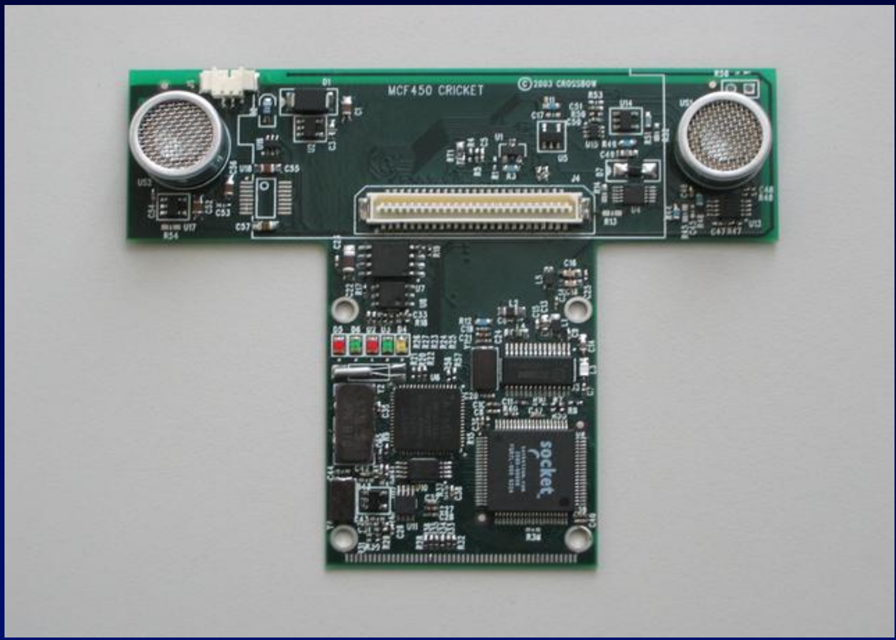
Outline

- **Some Cricket applications**
- Cricket architecture
- Distance and location estimation
- Other features, status, demo

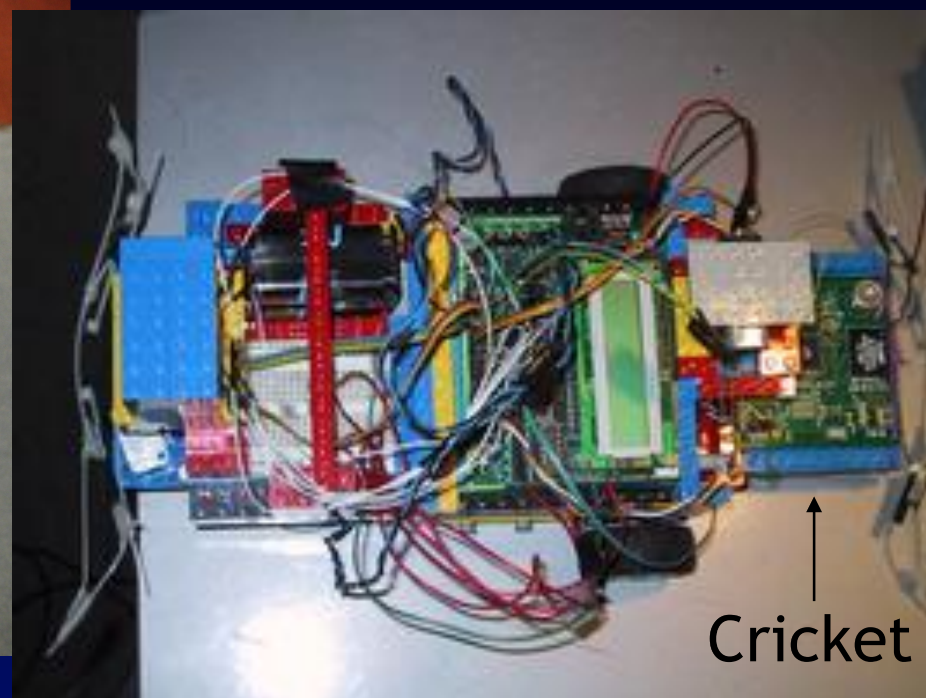
Cricket

A general-purpose indoor location system for mobile and sensor computing applications

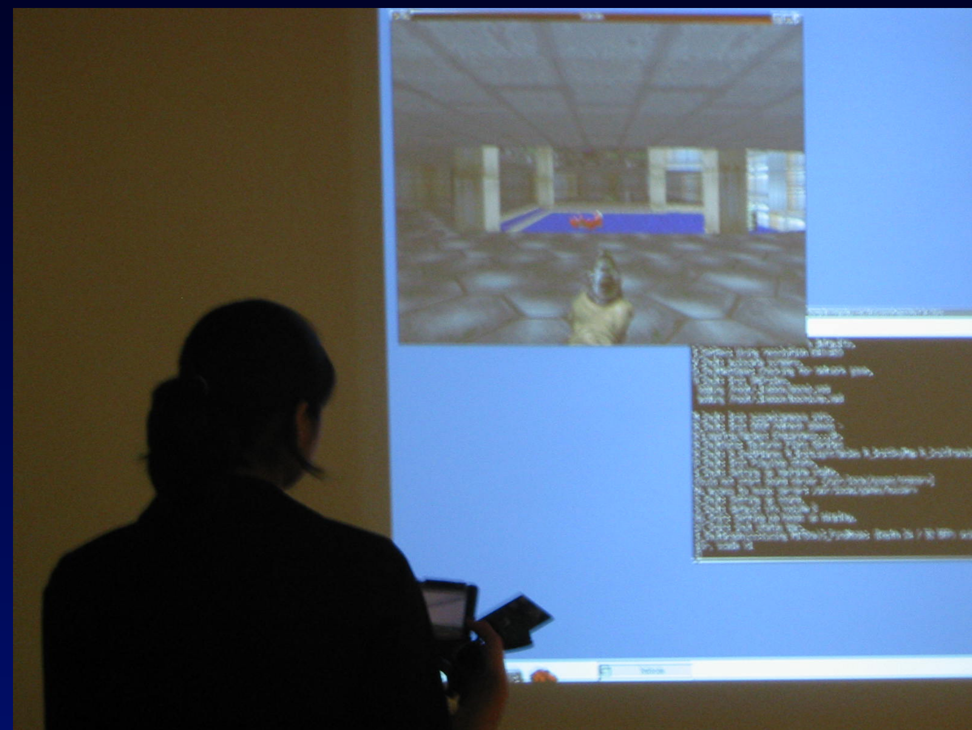




Indoor Human/Robot Navigation



Virtual/Physical Games



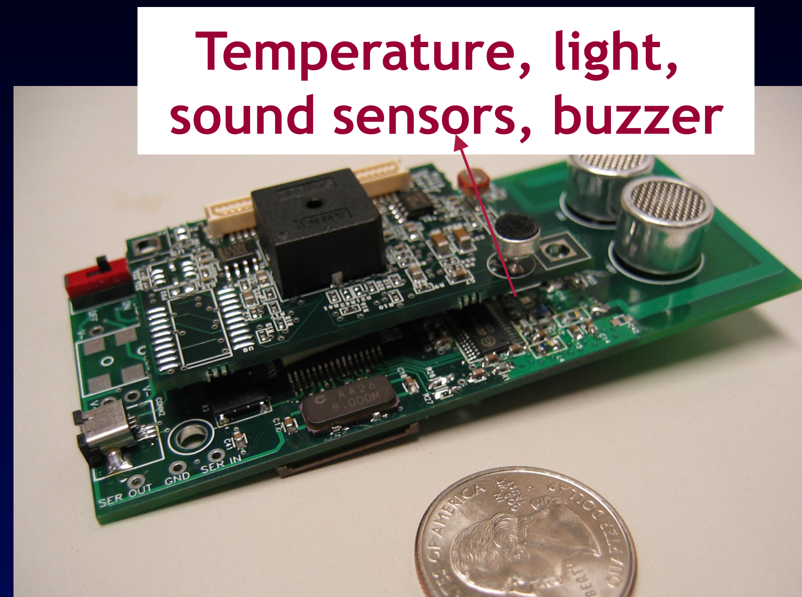
Rudolph et al., MIT Project Oxygen

Hospital Applications

Tracking patients and equipment in hospitals

Location-Aware Sensing

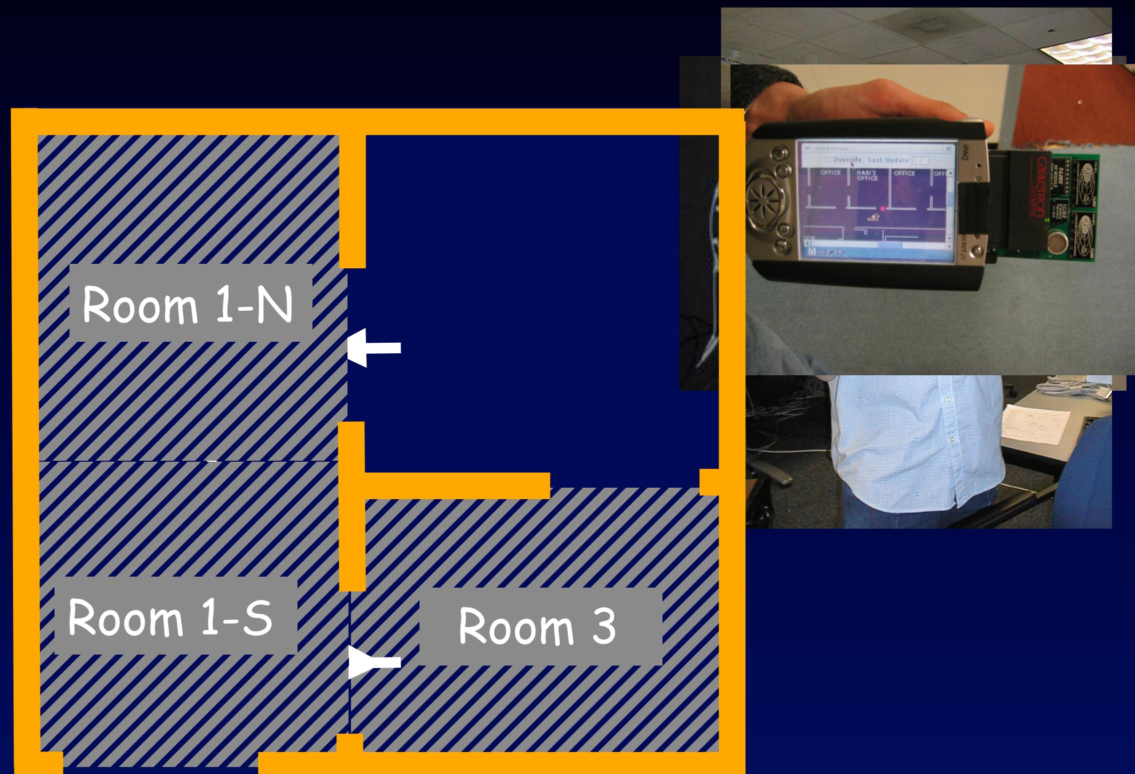
- Networked sensors enable remote monitoring and control
  - Asset tracking
  - Environmental monitoring
  - Supply chain
  - Remote actuation
- Sensor streams need to be annotated with *location*



Outline

- Applications
- **Cricket architecture**
- Distance and location estimation
- Other features, status, demo

Location = Space, Position, Orientation

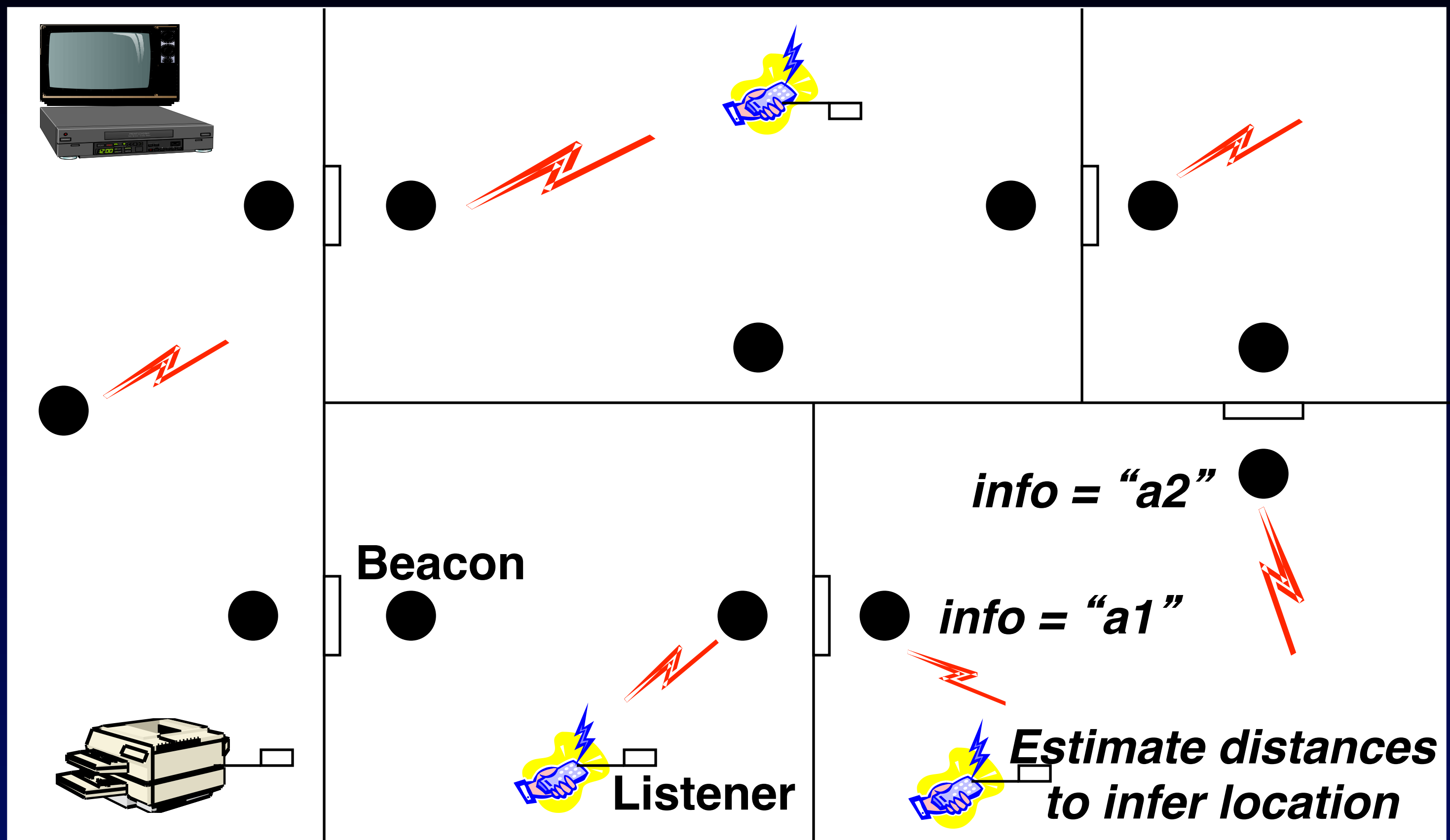


- Space: Rooms, parts of rooms
- Position: (x, y, z) coordinates
- Orientation: Direction vector

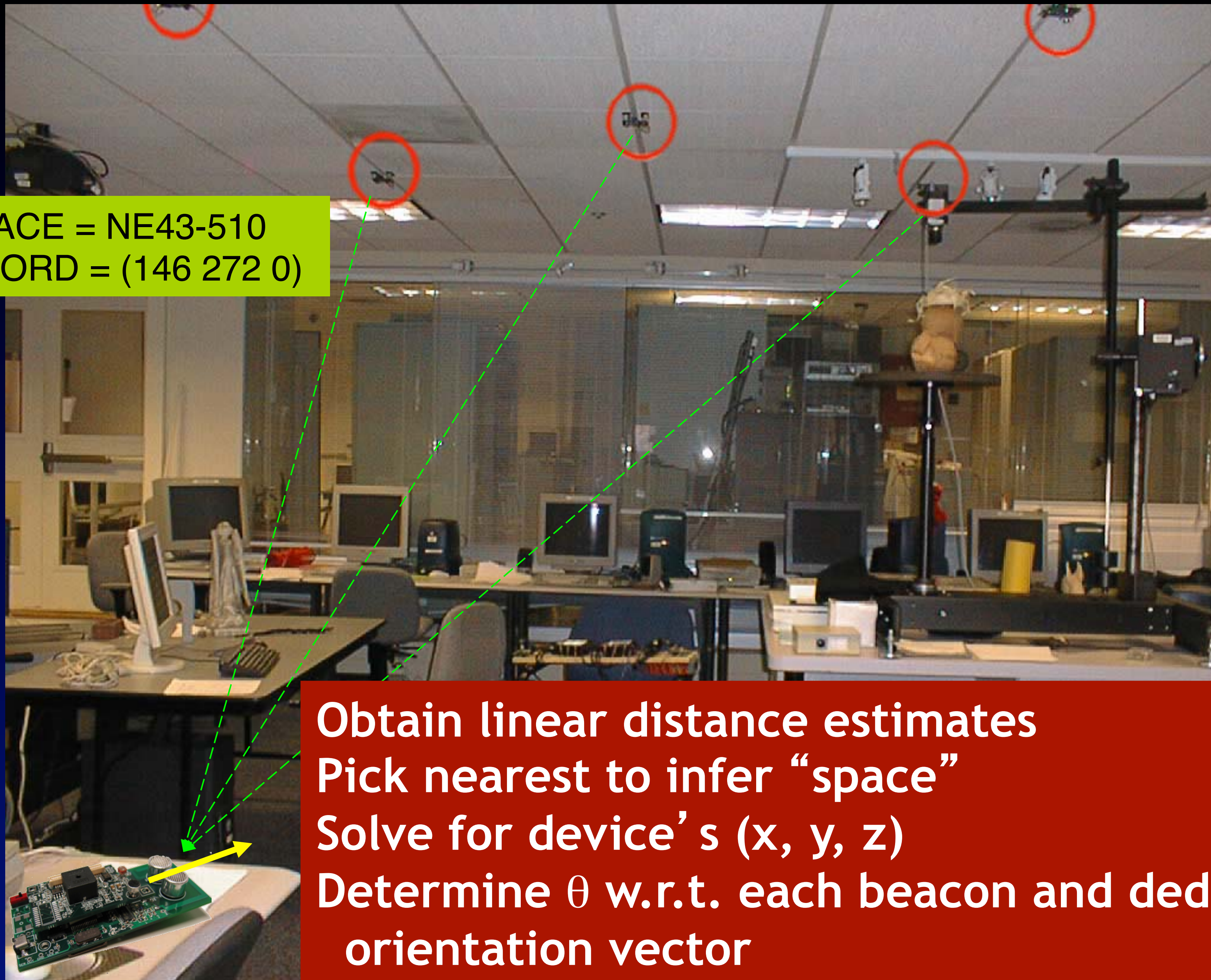
Design Goals

- Must work well <u>indoors</u>
- Must <u>scale</u> to large numbers of devices
- Should not violate user location <u>privacy</u>
- Must be <u>easy to deploy</u> and administer
- Should have <u>low energy</u> consumption

Cricket Architecture

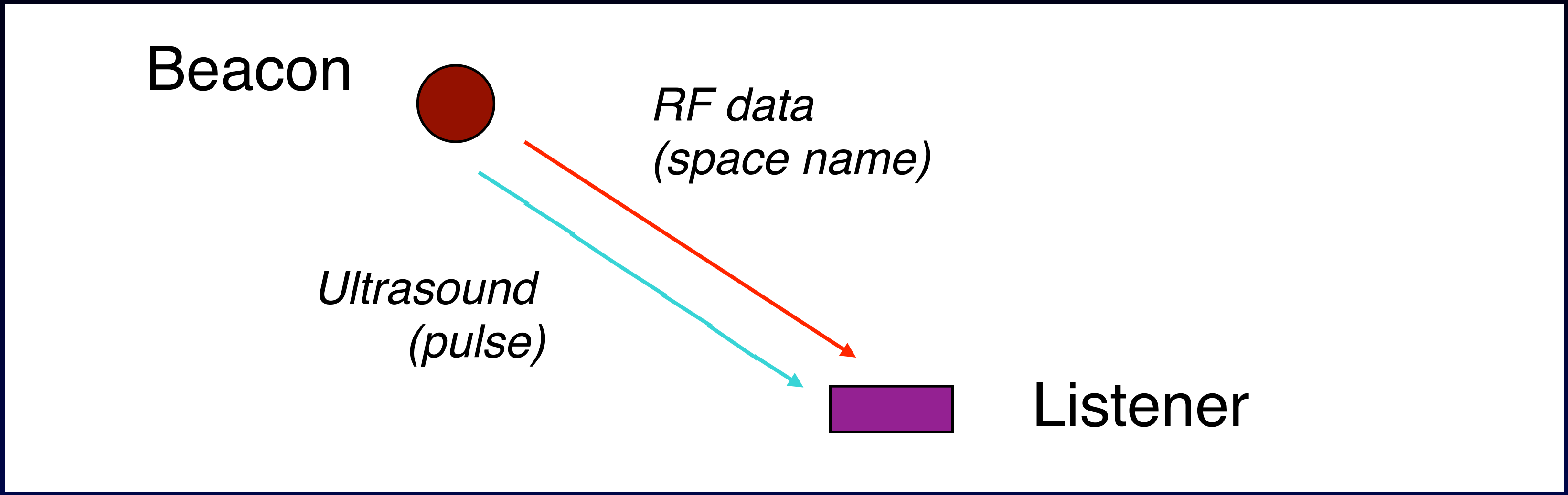


Passive listeners + active beacons scales well, helps preserve user privacy (cf. active bat)
Decentralized, self-configuring network of autonomous beacons



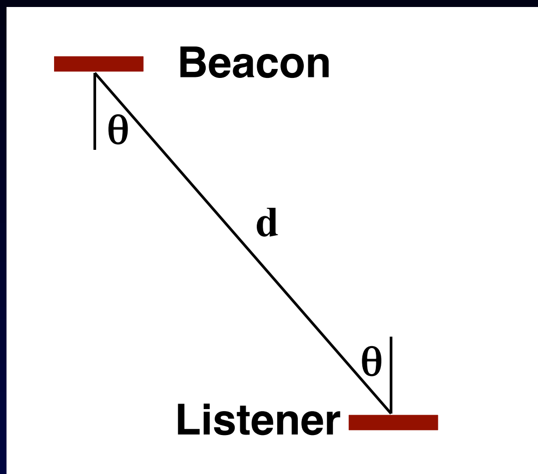
Obtain linear distance estimates
Pick nearest to infer “space”
Solve for device’s (x, y, z)
Determine θ w.r.t. each beacon and deduce orientation vector

Determining Distance

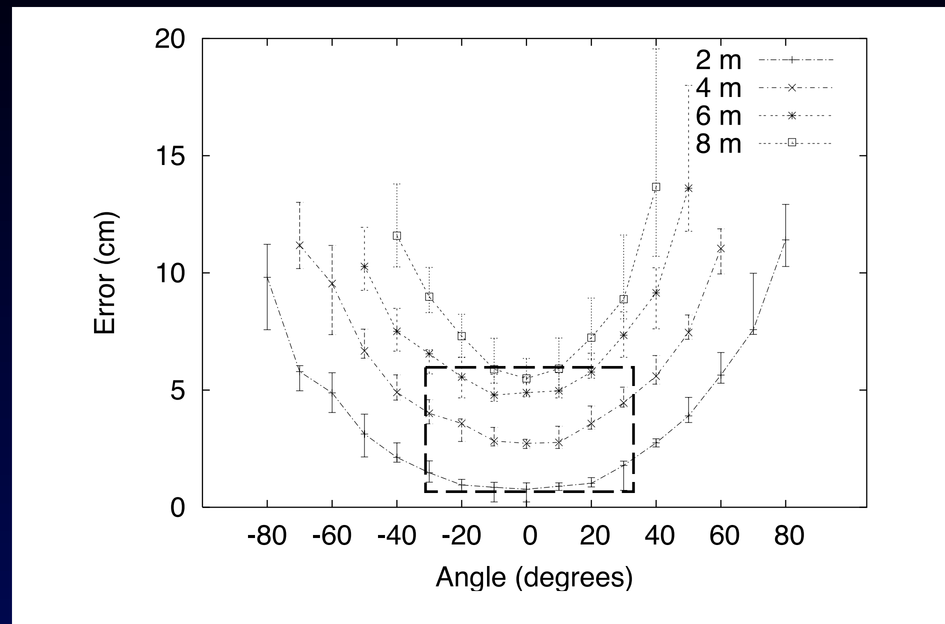


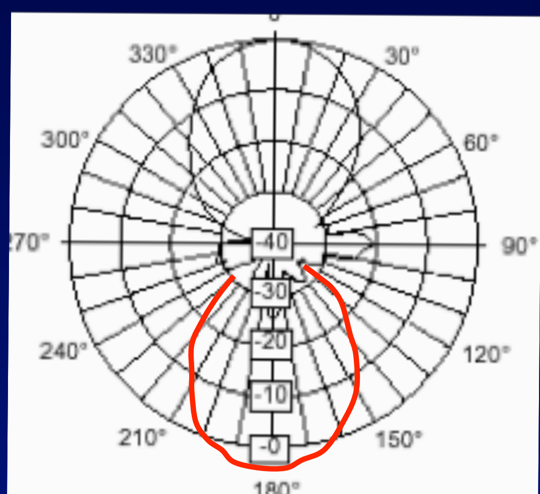
- The listener measures the time gap between the receipt of RF and ultrasonic (US) signals
  - Velocity of US << velocity of RF

Distance Measurement Performance



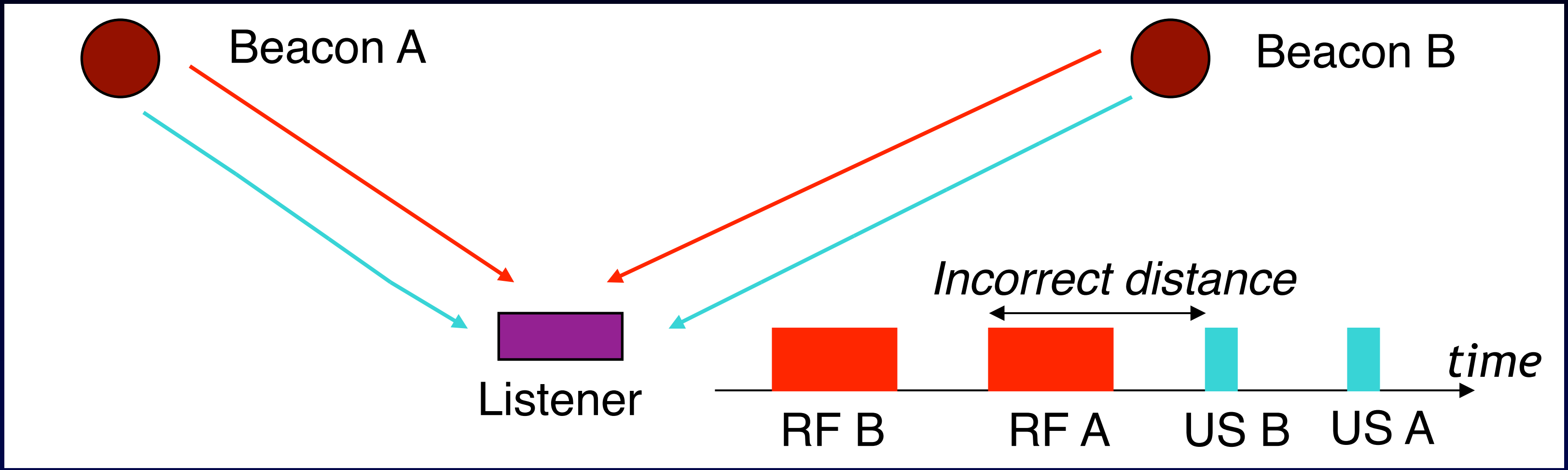
Distance accuracy experimental setup





- Error increases with *d* and θ
  - Signal gets weaker with increasing *d* and θ
  - Takes longer to detect at listener
  - Errors are on the order of US wavelength

Multiple Beacons Cause Complications



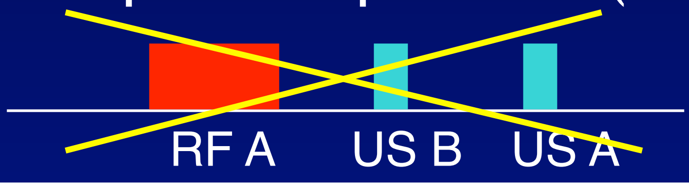
- Beacon transmissions are uncoordinated
- Ultrasonic pulses reflect off walls

These make the correlation problem hard and can lead to incorrect distance estimates

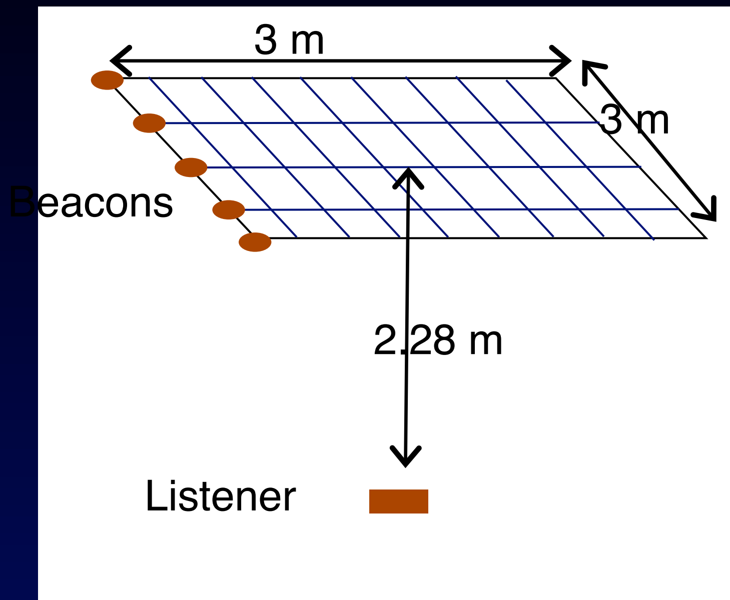
Solution: Beacon interference avoidance + listener interference detection

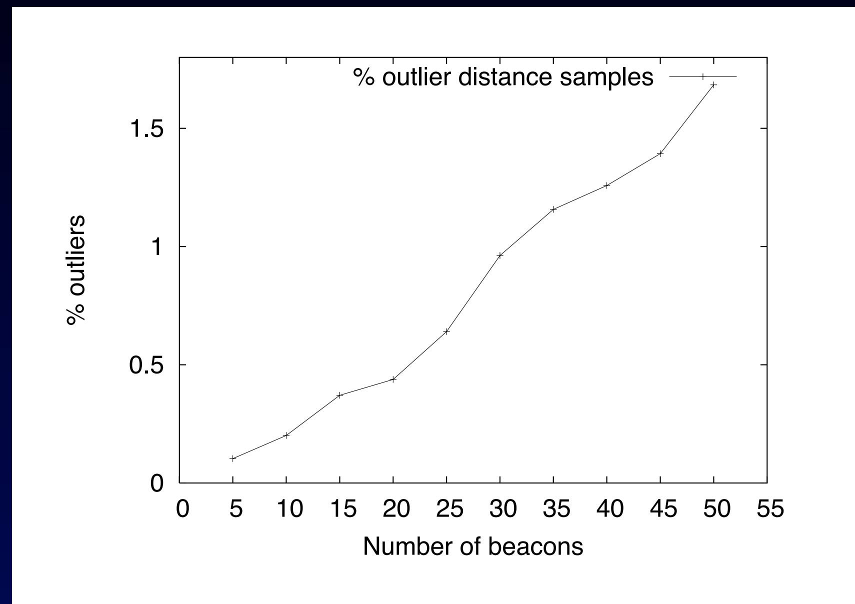
Solution (Part 1): Beacon Interference Avoidance

- Use carrier-sense + randomized transmission at each beacon
  - Listen-before-transmit
  - Delay for random time in [T1, T2], then xmit
- Engineer RF range to be > 2x US range (approx.)
- Idle time between beacon chirps to allow US signal to “die down” (50 ms)
  - Upon hearing any RF xmission, delay for 50 ms
- Result: No “US interference” pattern possible (if carrier sense works)



Beacon Interference Detection/Avoidance Performance





- Outliers (>5% error) caused by:
  - RF vagaries: dead spots, fading, imperfect carrier sensing
  - Ultrasonic noise: Jangling keys, faulty lights
- Hence, position estimators need to handle outliers

Position Estimation

- Static outlier detection: MinMode algorithm
  - Find mode of each beacon's measured distances over recent time window
  - Space = beacon with smallest mode

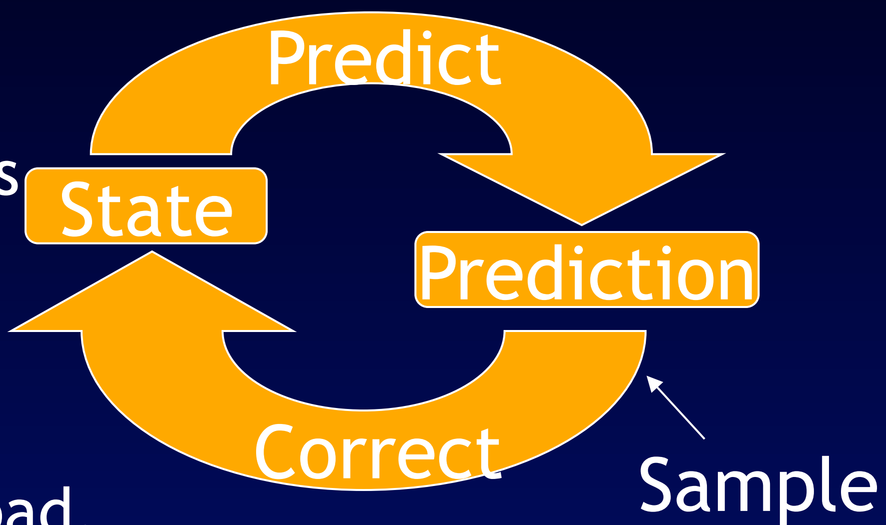
- Mobile case is harder

$$f : \begin{bmatrix} t_1 & d_1 & p_1 \\ t_2 & d_2 & p_2 \\ \vdots & \vdots & \vdots \\ t_n & d_n & p_n \end{bmatrix} \longrightarrow \Re^3$$

Samples   Position estimate

Listener: Extended Kalman Filter

- Single-constraint-at-a-time Kalman filter (similar to Welch et al.)
- Handle non-Gaussian errors
- Cope with bad state
- If prediction consistently bad, then reset by active chirp
  - With some care to preserve privacy and scalability



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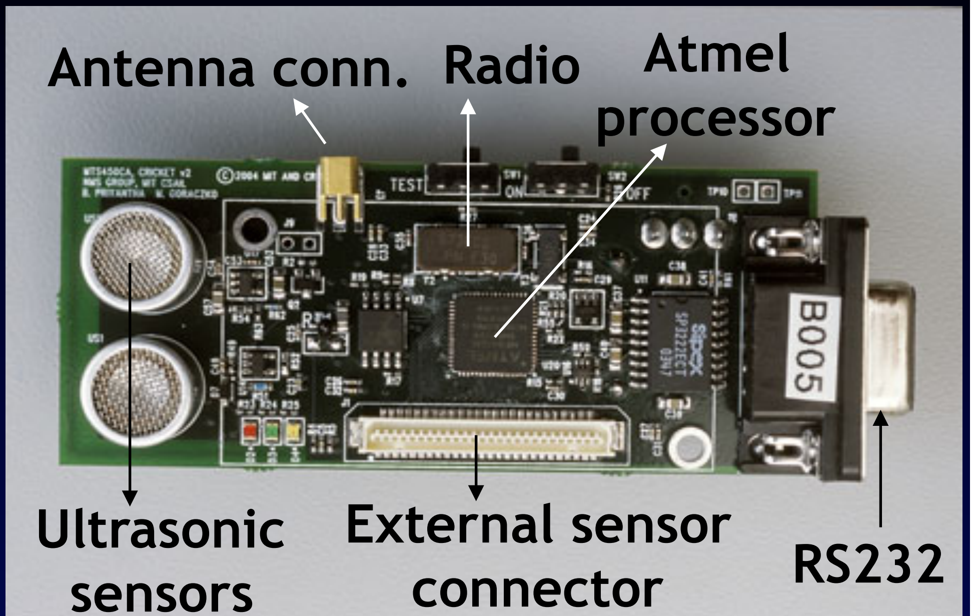
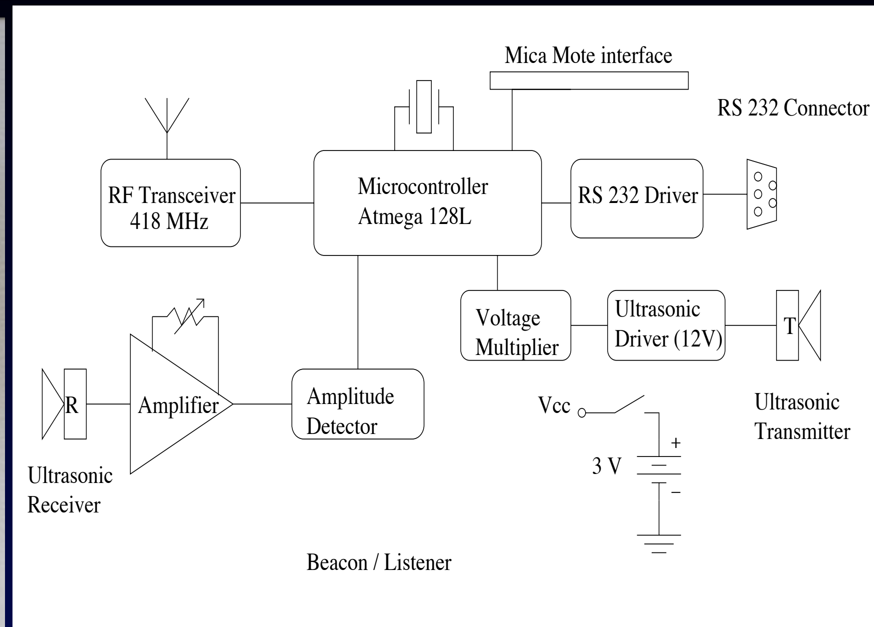
Prototype

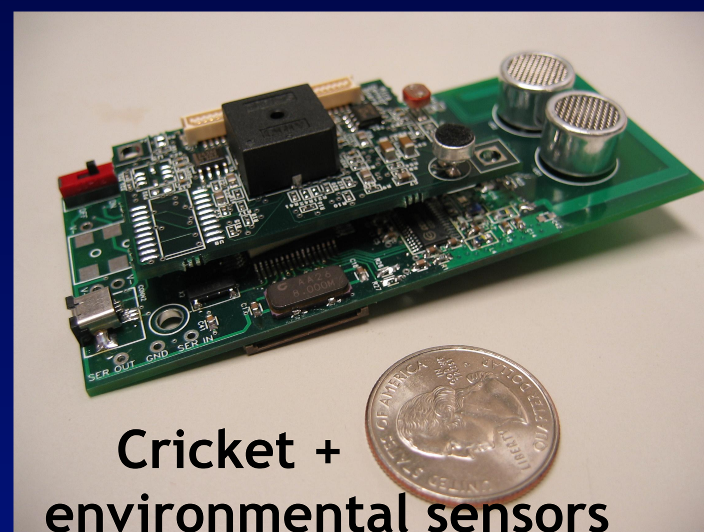




Distance accuracy: 1-5 cm
Position accuracy: 10-15 cm
Orientation accuracy: 3-5 degrees

Beacon power consumption: 1.5 mA @ 2.7 V
Two AA batteries last 6-8 weeks

Embedded software in TinyOS
Commercially available



Demo: Tracking a Moving Robot with Cricket

Conclusion

- Cricket provides location information for mobile & sensor computing applications
  - Accurate space, position, orientation
  - Designed for both handheld and sensor apps
- Passive mobile architecture is scalable and helps preserve user privacy
- Hardware commercially available; software open-source

http://cricket.csail.mit.edu/