CS60055: Ubiquitous Computing

Contactless Sensing

Department of Computer Science and **Engineering**



INDIAN INSTITUTE OF TECHNOLOGY KHARAGPUR

Part I: Sensing with RF: Basic Principles

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Contactless Sensing

- IMU-based sensing needs the subject to wear some devices: smartwatch, earable, smart glass, smart ring, ...
 - Might not be very convient all the times (ex. Sleep monitoring)
- Contactless sensing are useful when the user does not want to attach the sensors with their body
 - Useful for continuous and passive monitoring of human activities
 - Widely used to monitor objects (materials, liquids, structures, ...)

Sensing Modalities











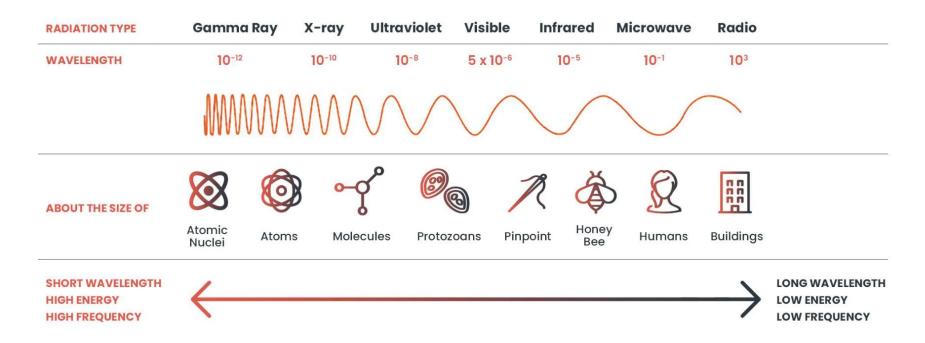




Sensing Modalities

- Primarily two modalities
 - Electromagnetic waves (majority of the sensing devices work on some EM waves)
 - Mechanical waves (acoustic-based sensing)
- The basic operating principles vary depending on the type and the frequency of the waves being used in the sensing applications

- The existence of EM was predicted by James Clerk Maxwell in 1864
 - Heinrich Hertz confirmed the same in 1887
 - Hertz also demonstrated that EM waves are affected and reflected by solid objects
- The frequency and the wavelength characterizes the waves



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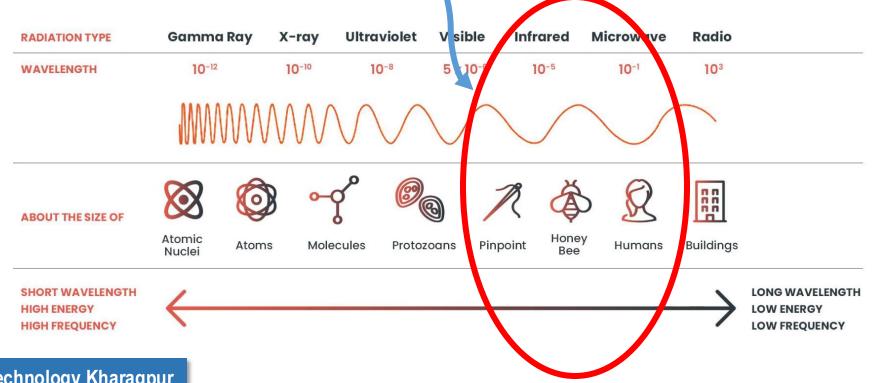
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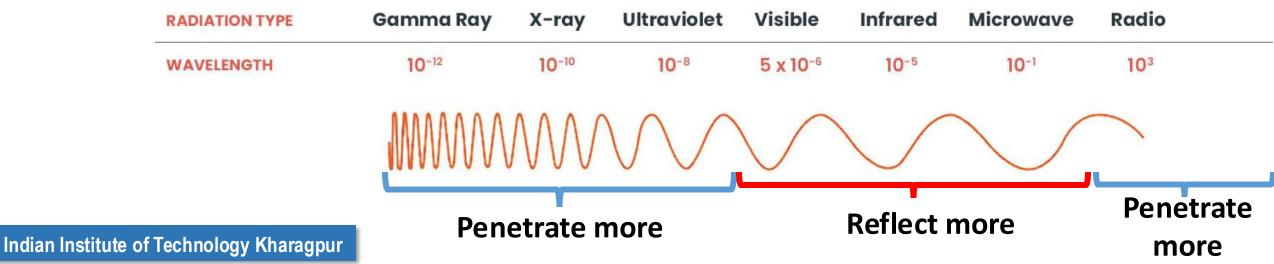
The objects we sense

and reflected by solid objects

the waves



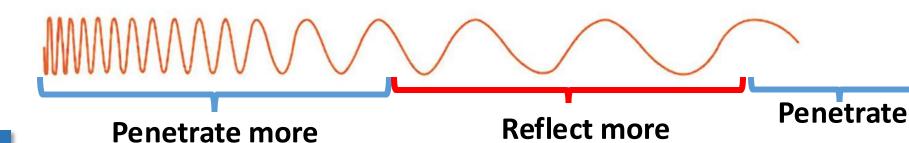
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- The frequency and the wavelength characterizes the waves
 - Long wavelength, low frequency: Penetrate more through physical objects
 - Medium wavelength, medium frequency: Reflect more from physical objects
 - Short wavelength, high frequency: Penetrate more through the objects



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- The freq
 - Long v
 - Mediι
 - Short

This is just a general idea; the penetration/reflection capability of the signal also depends on its bandwidth and other channel parameters

Visible Ultraviolet Infrared Gamma Ray X-ray Microwave Radio **RADIATION TYPE** 10-12 10-10 10-8 5 x 10-6 10-1 103 WAVELENGTH 10-5



iects

S

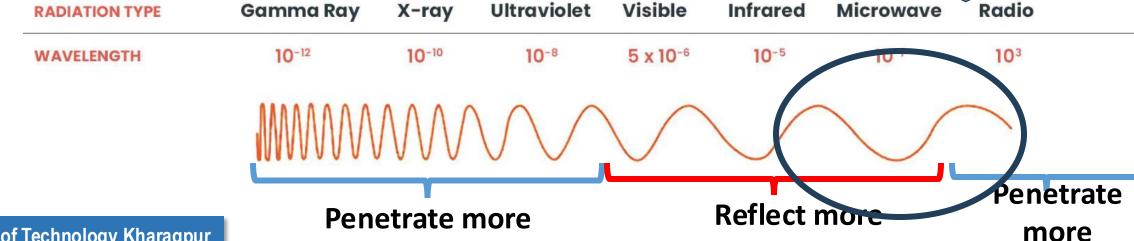
objects

more

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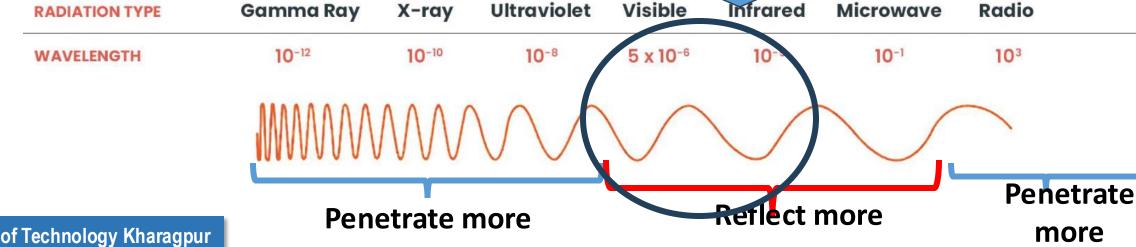
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Useful for passive contactless sensing

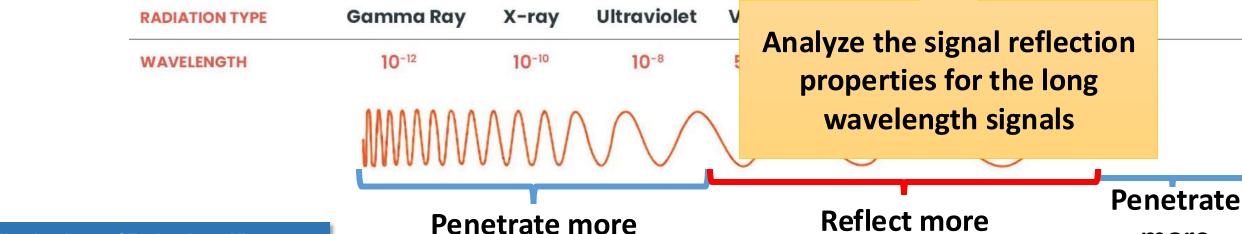


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Used widely for sensing, but bjects privacy is a concern al objects (the vision domain) ects

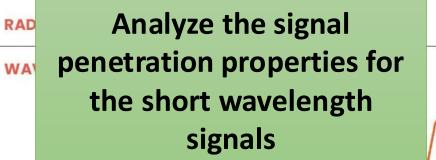


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more

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Penetrate more

Reflect more

Penetrate more

Radio Waves

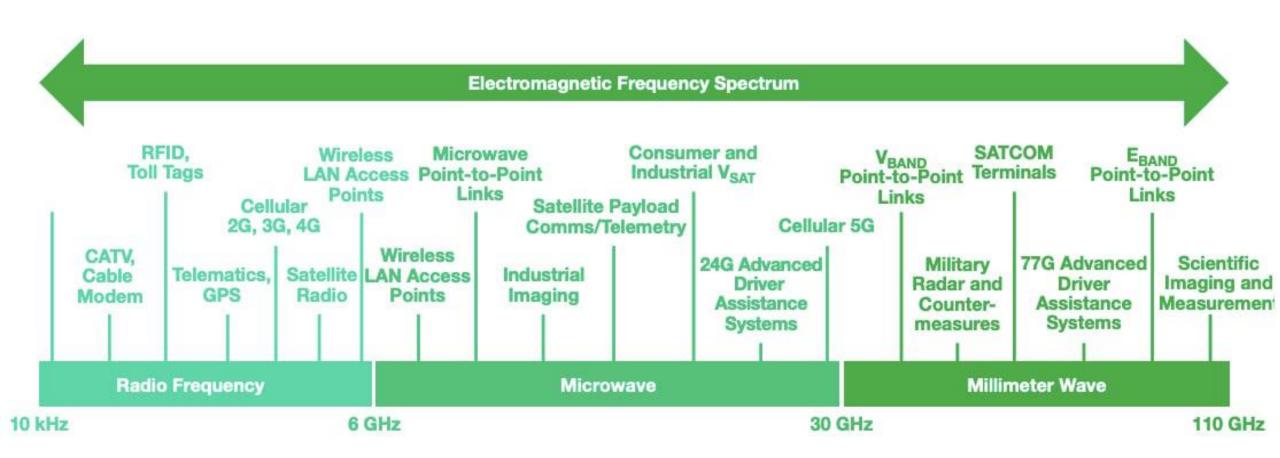


Image Source: https://www.allaboutcircuits.com/technical-articles/basics-of-millimeter-wave-mmwave-technology/

Radio Waves

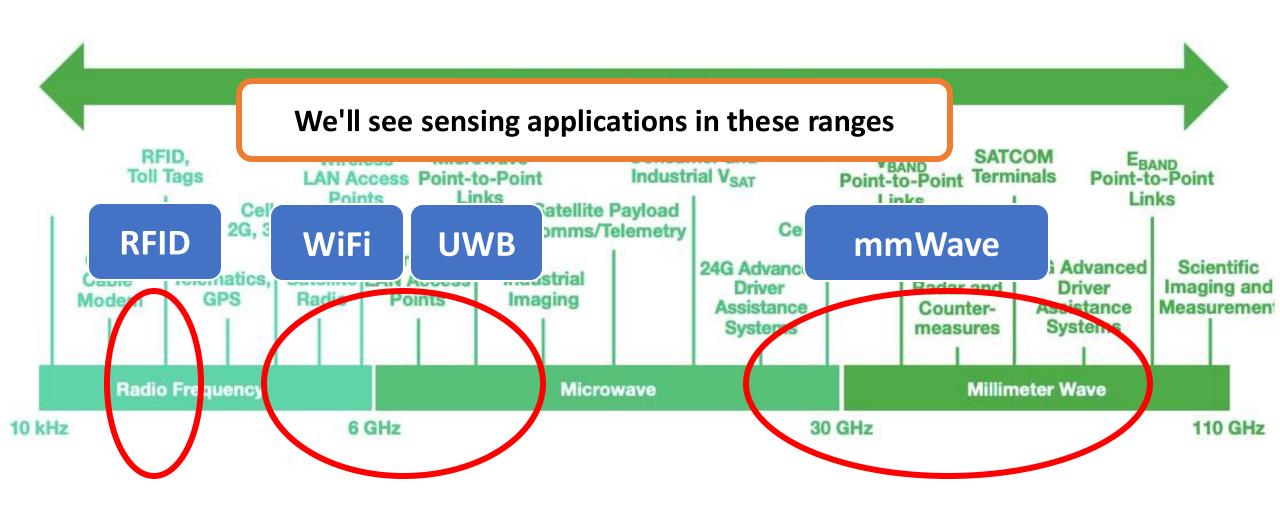
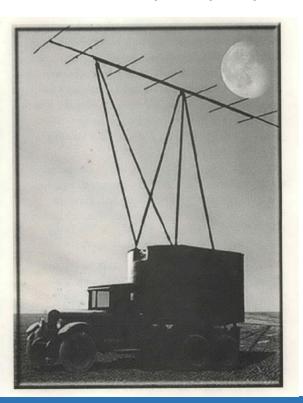
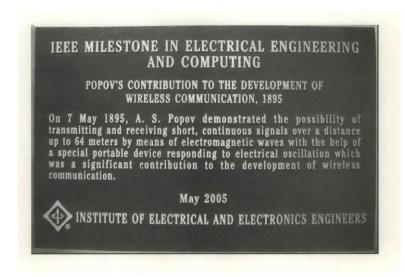


Image Source: https://www.allaboutcircuits.com/technical-articles/basics-of-millimeter-wave-mmwave-technology/

Signal Interference to Detect Motion: The Concept of Radar

- 1897: Alexander Popov, a Russian Imperial Navi physicist, was testing an early version of wireless communication between two ships in Baltic Sea
 - He observed an interference wave pattern caused by a third ship
 - Popov proposed the idea that this might be used to detect moving objects





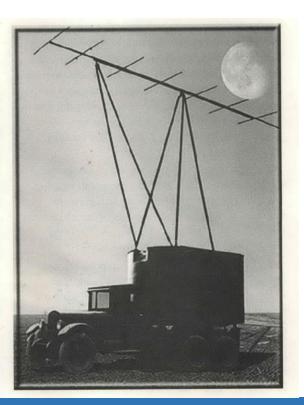
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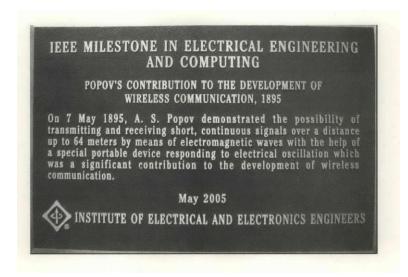
A Brief
History of Radar
in the
Soviet Union
and
Russia

V.S. Chernyak I. Ya. Immoreev

Signal Interference to Detect Motion: The Concept of Radar

- 1932: Radar as a technical equipment was proposed by a military engineer Piotr Oshchepkov
 - "RUS-1": The first industrial radar (1939): 4m wavelength, transmitter and receiver seperated by 35 km





https://ieeexplore.ieee.org/abstract/document/5282288

A Brief
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Basic Principle: The Doppler Effect

- Change in the frequency of the wave in relation to an observer who is moving relative to the wave source
 - Wave source moves towards the observer: Each successive wave cycle is emitted from a position closer to the observer
 - Time between cycles is reduced; frequency is increased
 - Wave source moves away from the observer: Each successive wave cycle is emitted from a position farther from the observer
 - Time between cycles is increased; frequency is decreased

C. Phill Contains Place

Image Source: Wikipedia

The Doppler Effect

- Let,
 - $\circ f_0$ is the emitted frequency
 - *f* is the observed frequency
 - o c is the propagation speed of the wave in the medium
 - $\circ v_r$ is the speed of the receiver, v_s is the speed of the source

$$f = \left(rac{c \pm v_{
m r}}{c \mp v_{
m s}}
ight)f_0$$

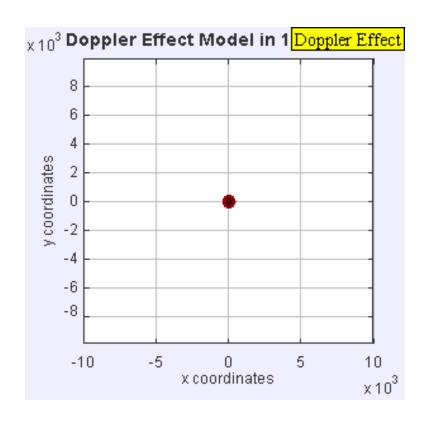
• v_r is added to c if the receiver is moving towards the source, subtracted if the receiver is moving away from the source (opposite for v_s)

The Doppler Effect

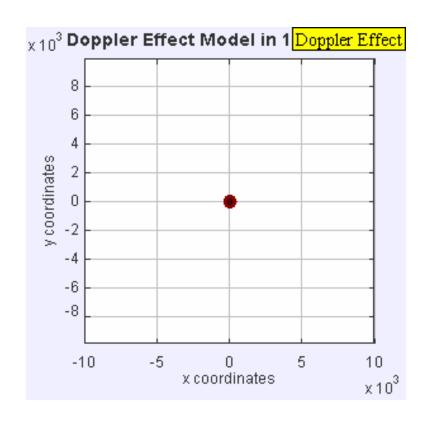
 Equivalently, if the source is directly approaching or receding from the observer,

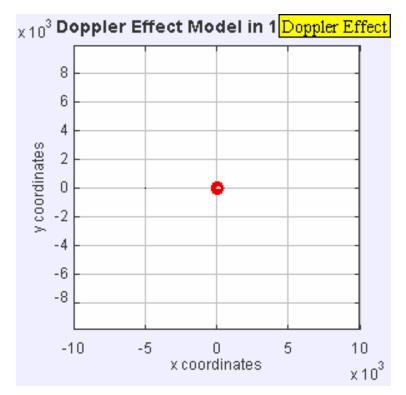
$$rac{f}{v_{wr}} = rac{f_0}{v_{ws}} = rac{1}{\lambda}$$

- \circ v_{wr} is the wave speed related to the receiver, v_{ws} is the wave speed related to the source
- $\circ \lambda$ is the wavelength



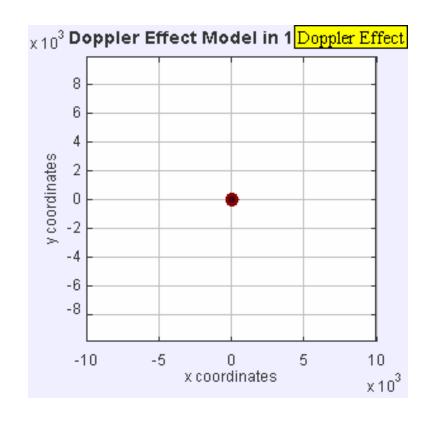
Stationary sound source

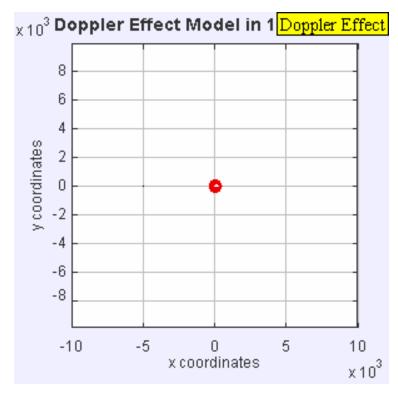


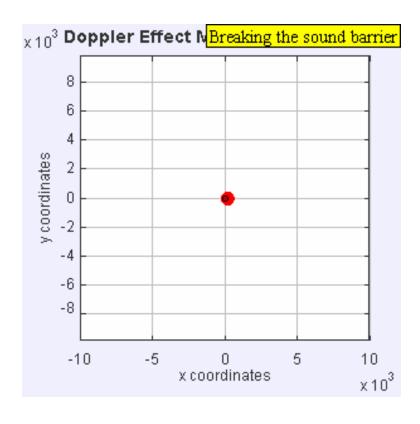


Stationary sound source

Source moves at a speed 0.7c



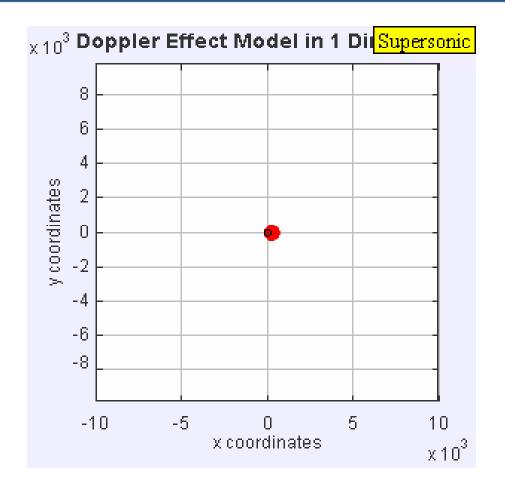




Stationary sound source

Source moves at a speed 0.7c

Source moves at a speed c



Source moves at a speed 1.4c

Advancing wavefront

Creates a shock wave and consequently the sonic boom

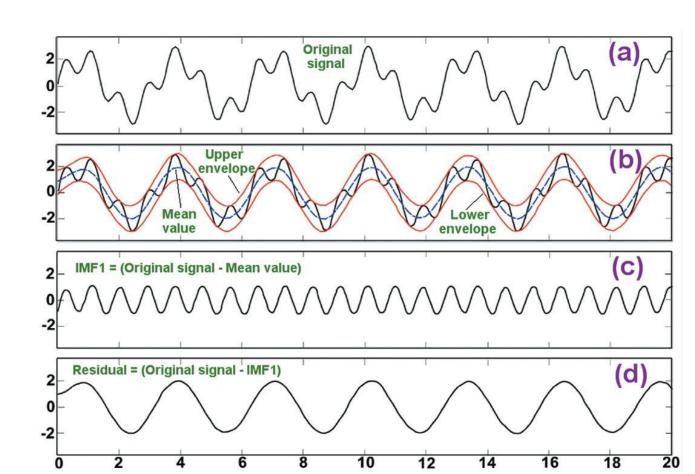
Image Source: Wikipedia

The Wave: Concept of Bandwidth

- Any arbitrary wave signal can be decomposed into a set of sinusoidal wave of multiple frequencies
 - Called the frequency components of the wave signal (or simply, the signal)

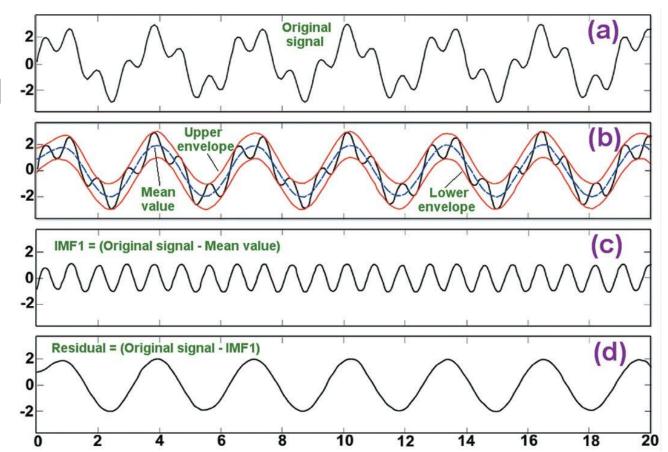
Image Source:

https://towardsdatascience.com/decomposingsignal-using-empirical-mode-decompositionalgorithm-explanation-for-dummy-93a93304c541



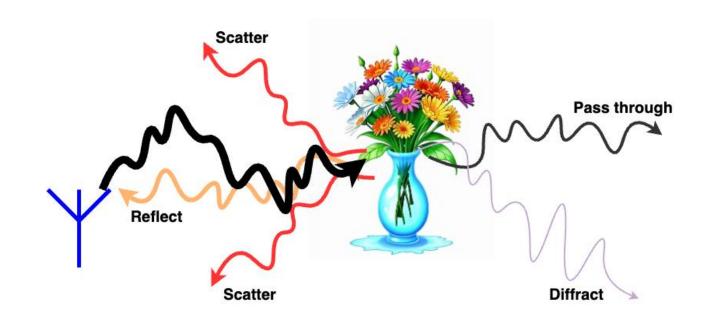
The Wave: Concept of Bandwidth

- Any arbitrary wave signal can be decomposed into a set of sinusoidal wave of multiple frequencies
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- The bandwidth of a signal is the difference between the highest and the lowest frequency components of that signal
 - We assume that any of the frequency components between the highest and the lowest can be present in the signal



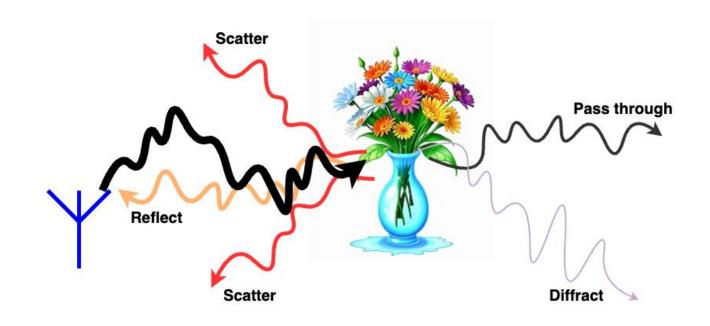
Impact of Bandwidth on Sensing

- Higher bandwidth signal means it is likely to have more number of signal components
 - Therefore, scattering, diffraction, reflection, etc., are likely to be more on highbandwidth signals



Impact of Bandwidth on Sensing

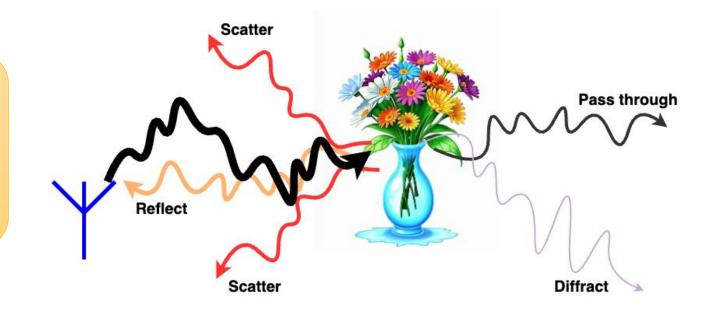
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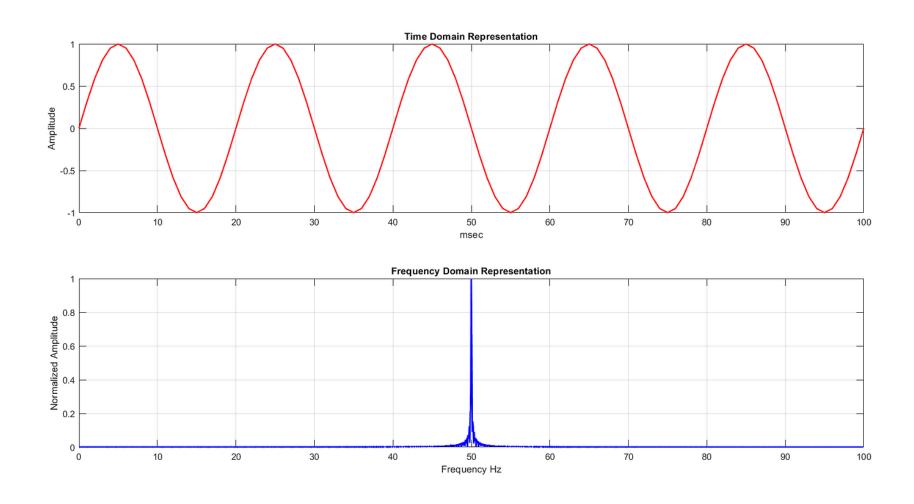


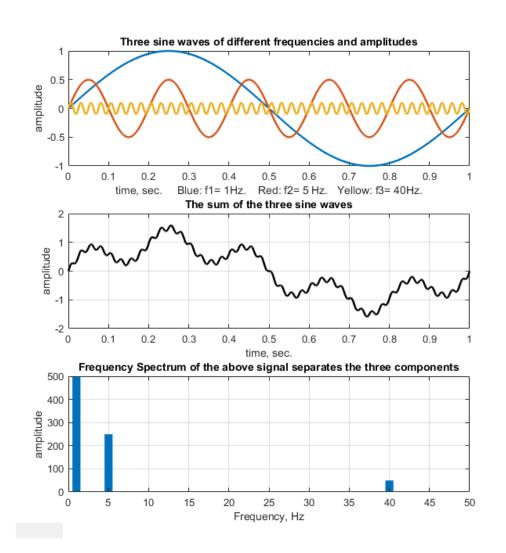
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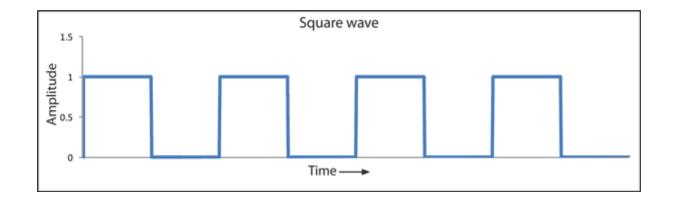
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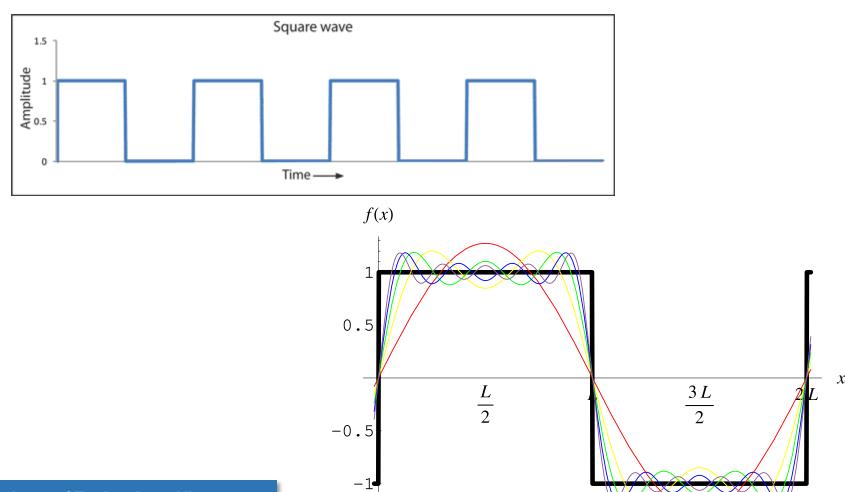
How do we get the various frequency components of a signal?

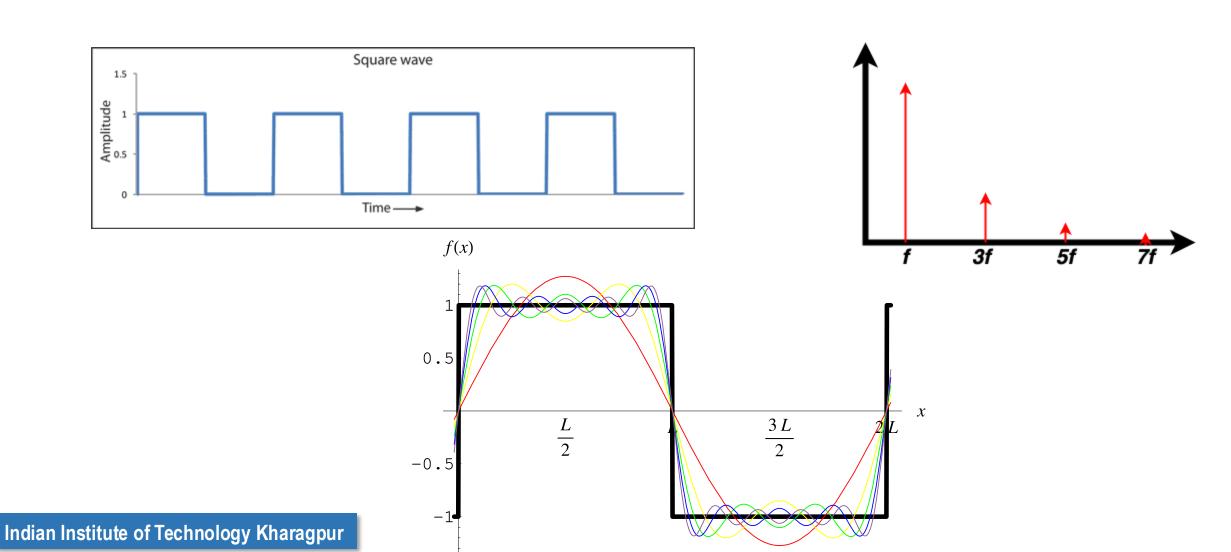


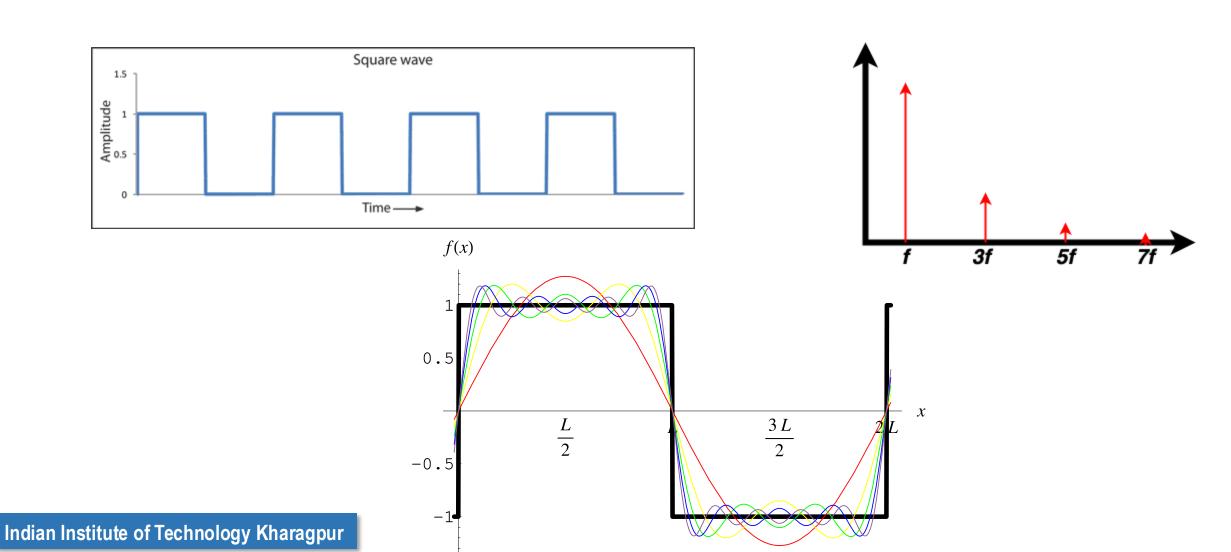


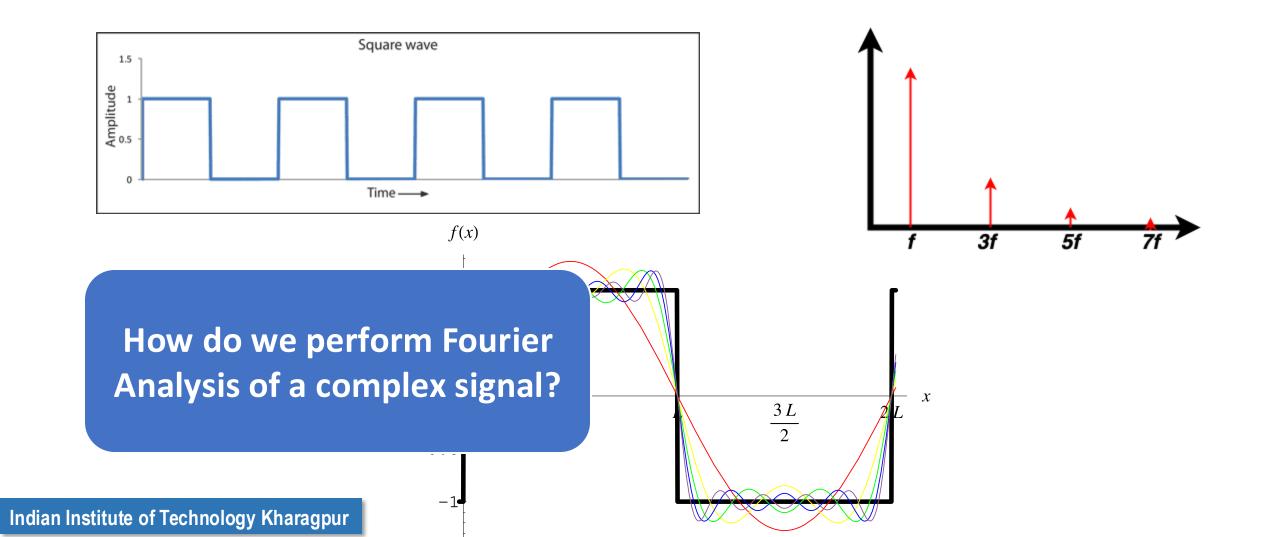




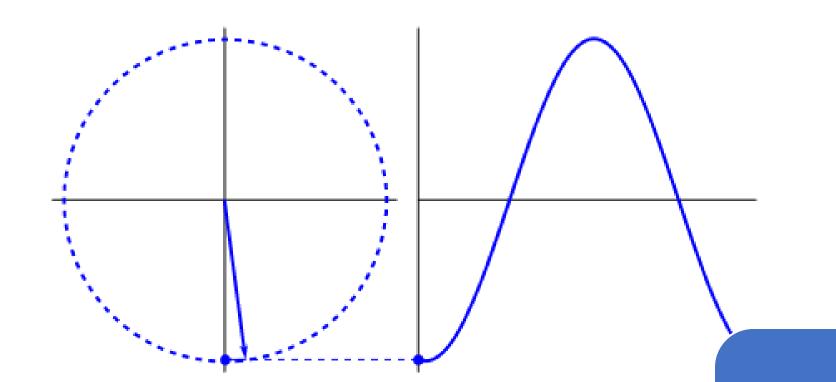








Representation of a Signal



$$y(t) = A \sin(\omega t + \varphi)$$

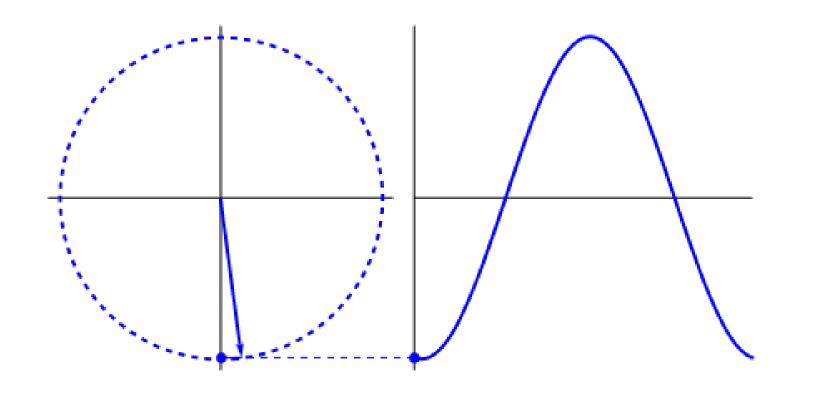
A: Amplitude

ω: Angular frequency

φ: Phase

What is the significance of frequency of this signal?

Fourier Representation in Complex Domain



$$y(t) = A \sin(2\pi f t + \varphi)$$

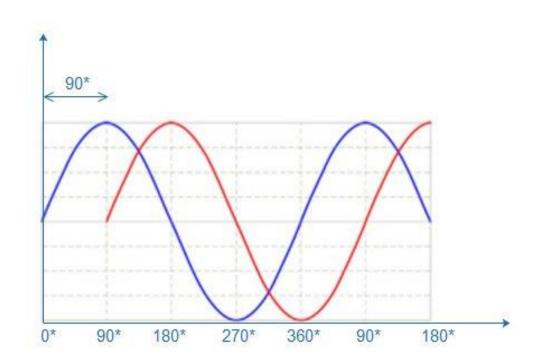
A: Amplitude

f: Ordinary frequency

φ: Phase

The Notion of Phase

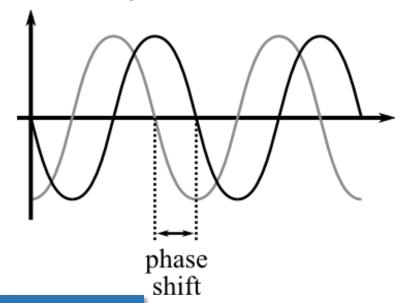
- The fraction of the cycle covered upto some time instance t
- An important metric for sensing
 - The phase of the reflected/scattered signal depends on the type of the material where the transmitted signal hitted
 - Introduces a shift in the reflected/scattered signal

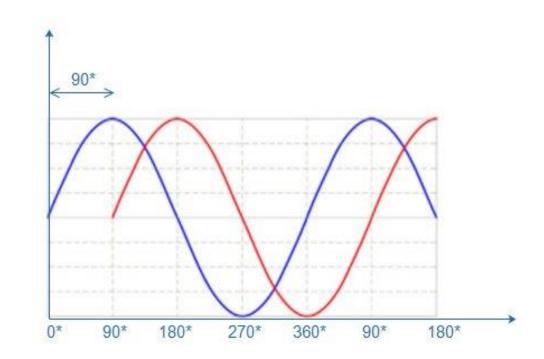


The Notion of Phase

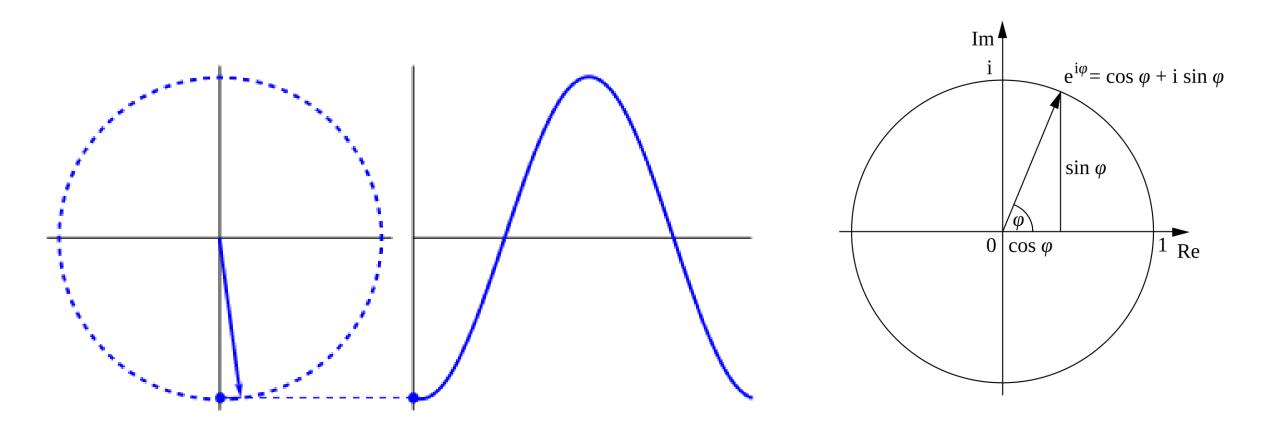
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Phase difference/phase shift:



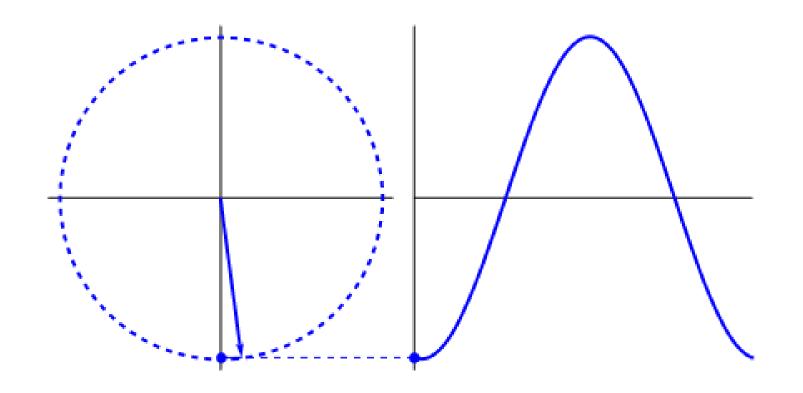


Fourier Representation in Complex Domain



$$S(f) = \int_{-\infty}^{\infty} s(t) \cdot e^{-i2\pi f t} \, dt.$$

Fourier Representation in Complex Domain

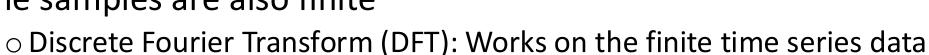


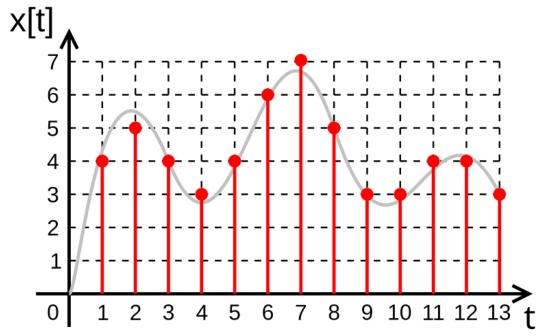


Check this video for a nice explanation of Fourier transformation

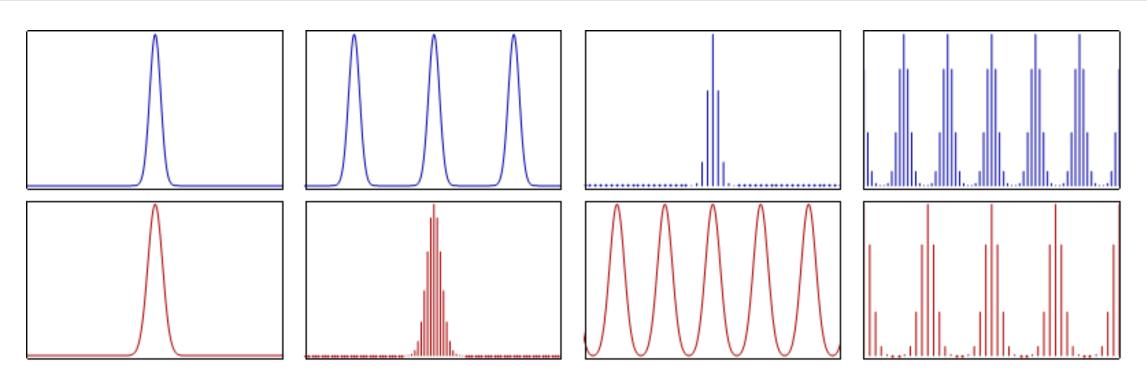
Discrete Fourier Transformation

- In practice, we record the samples of a continuous signal
 - Discrete representation of the signal
- So, we need to perform the Fourier transformation on the discrete samples of the signals
 - Discrete Time Fourier Transform (DTFT)
- However, the input and the output of the samples are also finite





DTFT and **DFT**



A Continuous signal and its Fourier transform

Periodic summation of the original signal and its Fourier transform

Original signal discretized and its Fourier transform (DTFT)

Periodic summation of the discrete signal, DFT computes discrete samples of the continuous DTFT

Image Source: Wikipedia

Discrete Fourier Transformation (DFT)

• Let x_0, \ldots, x_{n-1} be complex numbers. The DFT is defined by the formula,

$$X_k = \sum_{m=0}^{n-1} x_m e^{-i2\pi km/n} \qquad k = 0, \dots, n-1,$$

o Where $e^{i2\pi/n}$ is the primitive n^{th} root of 1

• Evaluating the above equation needs $O(n^2)$ operations

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DFT Matrix

- An N-point DFT is represented as X=Wx
 - x is the original input signal
 - W is *NxN* DFT matrix

$$W = \left(rac{\omega^{jk}}{\sqrt{N}}
ight)_{j,k=0,\ldots,N-1}$$

 $\circ \omega$ is a primitive N^{th} root of unity

$$\omega = e^{-2\pi i/N}$$

• For different values of *j*, *W* can be represented as a matrix

$$W = rac{1}{\sqrt{N}} egin{bmatrix} 1 & 1 & 1 & \cdots & 1 \ 1 & \omega & \omega^2 & \omega^3 & \cdots & \omega^{N-1} \ 1 & \omega^2 & \omega^4 & \omega^6 & \cdots & \omega^{2(N-1)} \ 1 & \omega^3 & \omega^6 & \omega^9 & \cdots & \omega^{3(N-1)} \ dots & dots & dots & dots & dots \ 1 & \omega^{N-1} & \omega^{2(N-1)} & \omega^{3(N-1)} & \cdots & \omega^{(N-1)(N-1)} \ \end{bmatrix}$$

Example: 8-point DFT

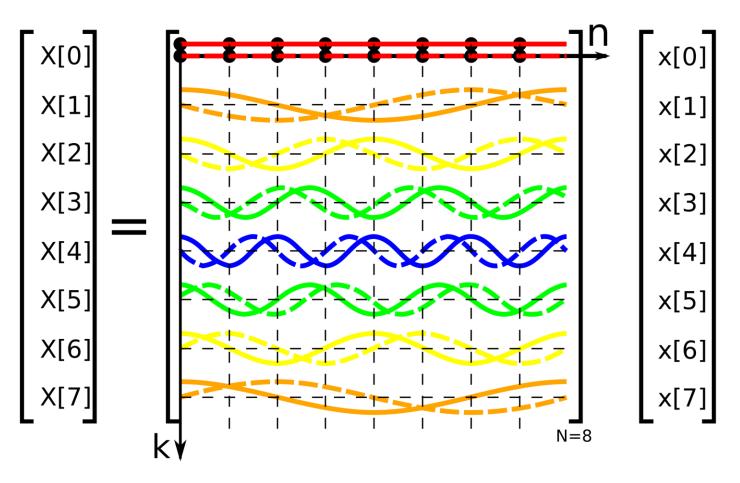
Example: 8-point DFT

$$W = \frac{1}{\sqrt{8}} \begin{bmatrix} \omega^{0} & \omega^{0} \\ \omega^{0} & \omega^{1} & \omega^{2} & \omega^{3} & \omega^{4} & \omega^{5} & \omega^{6} & \omega^{7} \\ \omega^{0} & \omega^{2} & \omega^{4} & \omega^{6} & \omega^{8} & \omega^{10} & \omega^{12} & \omega^{14} \\ \omega^{0} & \omega^{3} & \omega^{6} & \omega^{9} & \omega^{12} & \omega^{15} & \omega^{18} & \omega^{21} \\ \omega^{0} & \omega^{4} & \omega^{8} & \omega^{12} & \omega^{16} & \omega^{20} & \omega^{24} & \omega^{28} \\ \omega^{0} & \omega^{5} & \omega^{10} & \omega^{15} & \omega^{20} & \omega^{25} & \omega^{30} & \omega^{35} \\ \omega^{0} & \omega^{6} & \omega^{12} & \omega^{18} & \omega^{24} & \omega^{30} & \omega^{36} & \omega^{42} \\ \omega^{0} & \omega^{7} & \omega^{14} & \omega^{21} & \omega^{28} & \omega^{35} & \omega^{42} & \omega^{49} \end{bmatrix} = \frac{1}{\sqrt{8}} \begin{bmatrix} 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 \\ 1 & \omega & -i & -i\omega & -1 & -\omega & i & i\omega \\ 1 & -i & -1 & i & 1 & -i & -1 & i \\ 1 & -i\omega & i & \omega & -1 & i\omega & -i & -\omega \\ 1 & -1 & 1 & -1 & 1 & -1 & 1 & -1 \\ 1 & -\omega & -i & i\omega & -1 & \omega & i & -i\omega \\ 1 & i & -1 & -i & 1 & i & -1 & -i \\ 1 & i\omega & i & -\omega & -1 & -i\omega & -i & \omega \end{bmatrix}$$

$$\omega=e^{-rac{2\pi i}{8}}=rac{1}{\sqrt{2}}-rac{i}{\sqrt{2}}$$

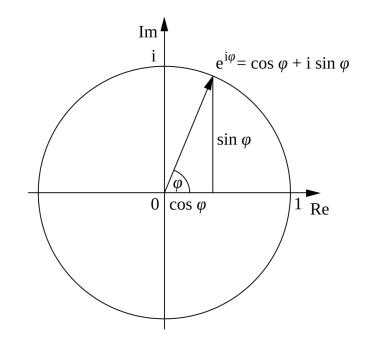
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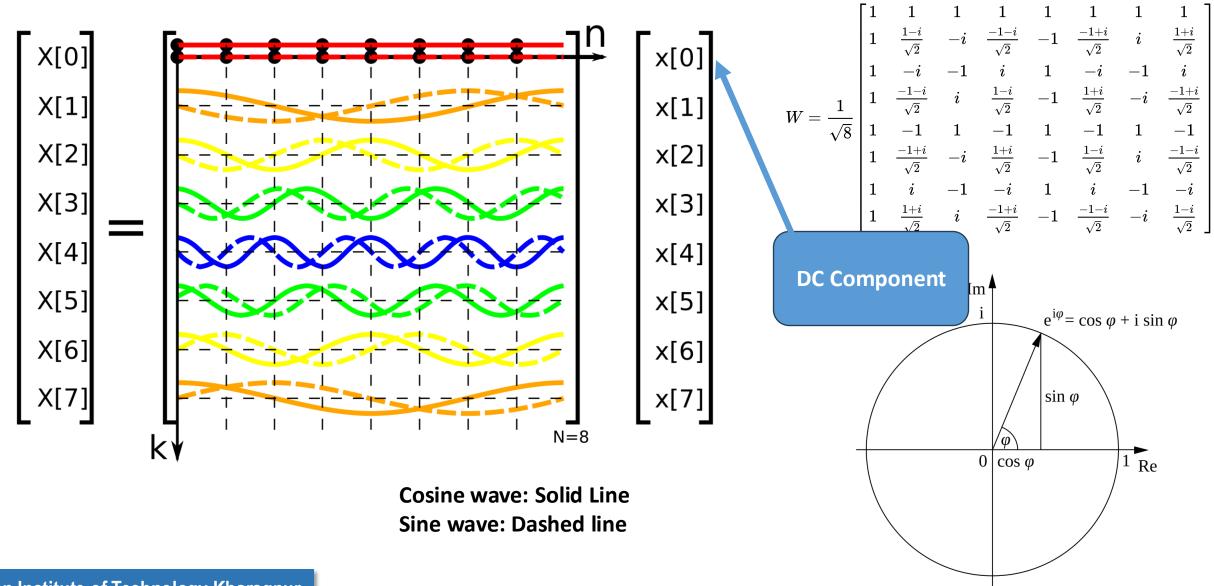
$$W = \frac{1}{\sqrt{8}} \begin{bmatrix} 1 & 1 & 1 & 1 & 1 & 1 & 1 \\ 1 & \frac{1-i}{\sqrt{2}} & -i & \frac{-1-i}{\sqrt{2}} & -1 & \frac{-1+i}{\sqrt{2}} & i & \frac{1+i}{\sqrt{2}} \\ 1 & -i & -1 & i & 1 & -i & -1 & i \\ 1 & \frac{-1-i}{\sqrt{2}} & i & \frac{1-i}{\sqrt{2}} & -1 & \frac{1+i}{\sqrt{2}} & -i & \frac{-1+i}{\sqrt{2}} \\ 1 & -1 & 1 & -1 & 1 & -1 & 1 & -1 \\ 1 & \frac{-1+i}{\sqrt{2}} & -i & \frac{1+i}{\sqrt{2}} & -1 & \frac{1-i}{\sqrt{2}} & i & \frac{-1-i}{\sqrt{2}} \\ 1 & i & -1 & -i & 1 & i & -1 & -i \\ 1 & \frac{1+i}{\sqrt{2}} & i & \frac{-1+i}{\sqrt{2}} & -1 & \frac{-1-i}{\sqrt{2}} & -i & \frac{1-i}{\sqrt{2}} \end{bmatrix}$$

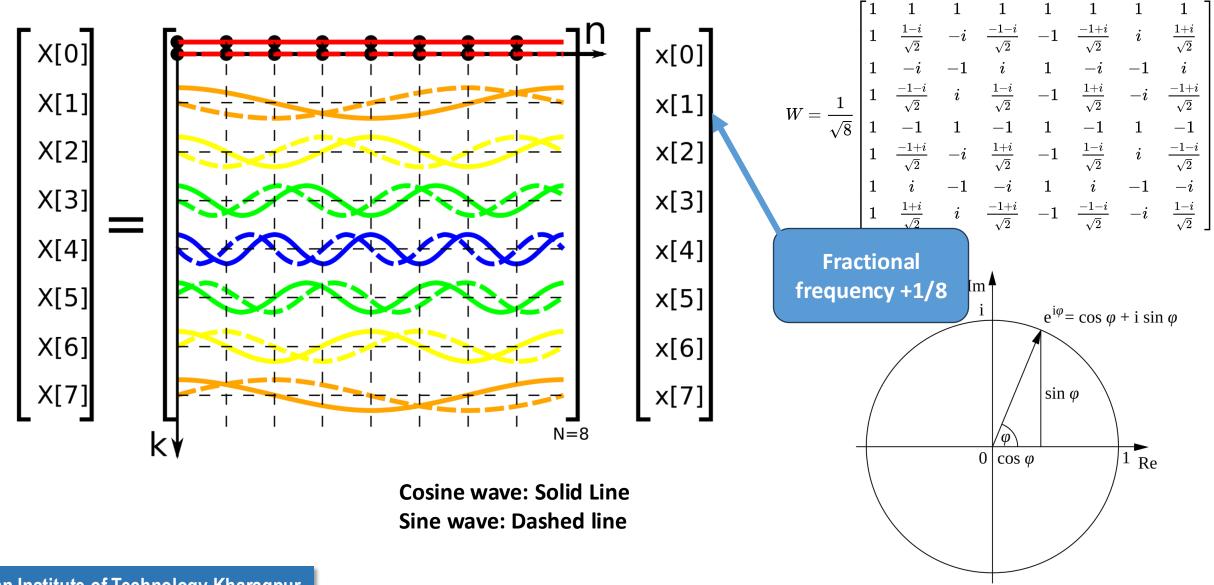


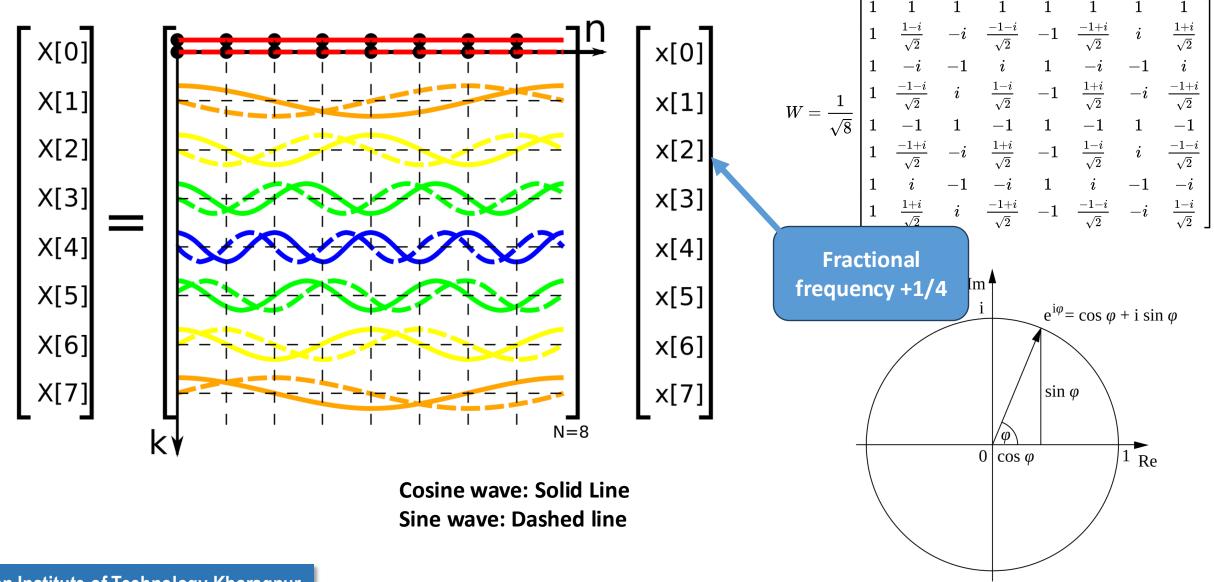
Cosine wave: Solid Line Sine wave: Dashed line

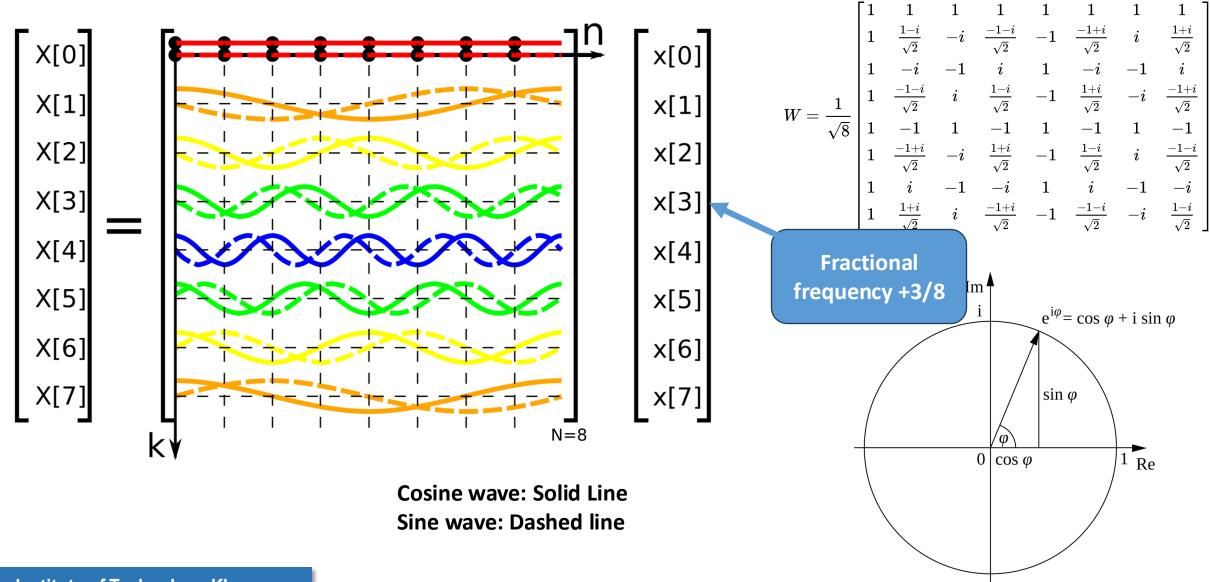
$$W = rac{1}{\sqrt{8}} egin{bmatrix} 1 & 1 & 1 & 1 & 1 & 1 & 1 \ 1 & rac{1-i}{\sqrt{2}} & -i & rac{-1-i}{\sqrt{2}} & -1 & rac{-1+i}{\sqrt{2}} & i & rac{1+i}{\sqrt{2}} \ 1 & -i & -1 & i & 1 & -i & -1 & i \ 1 & rac{-1-i}{\sqrt{2}} & i & rac{1-i}{\sqrt{2}} & -1 & rac{1+i}{\sqrt{2}} & -i & rac{-1+i}{\sqrt{2}} \ 1 & -1 & 1 & -1 & 1 & -1 & 1 & -1 \ 1 & rac{-1+i}{\sqrt{2}} & -i & rac{1+i}{\sqrt{2}} & -1 & rac{1-i}{\sqrt{2}} & i & rac{-1-i}{\sqrt{2}} \ 1 & i & -1 & -i & 1 & i & -1 & -i \ 1 & rac{1+i}{\sqrt{2}} & i & rac{-1+i}{\sqrt{2}} & -1 & rac{1-i}{\sqrt{2}} & -i & rac{1-i}{\sqrt{2}} \ \end{pmatrix}$$

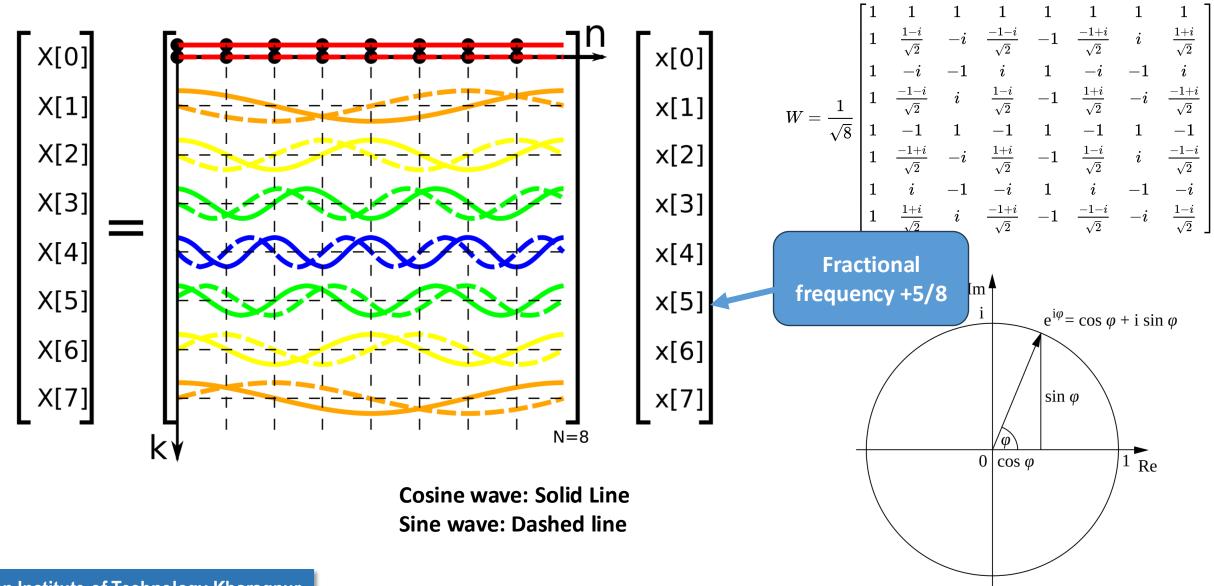


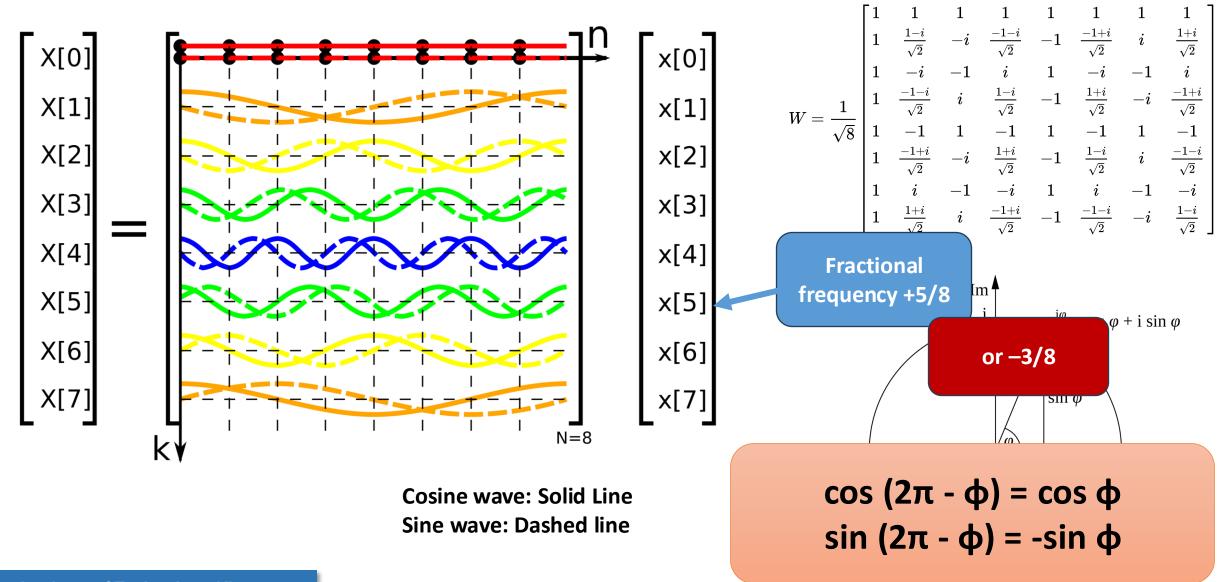


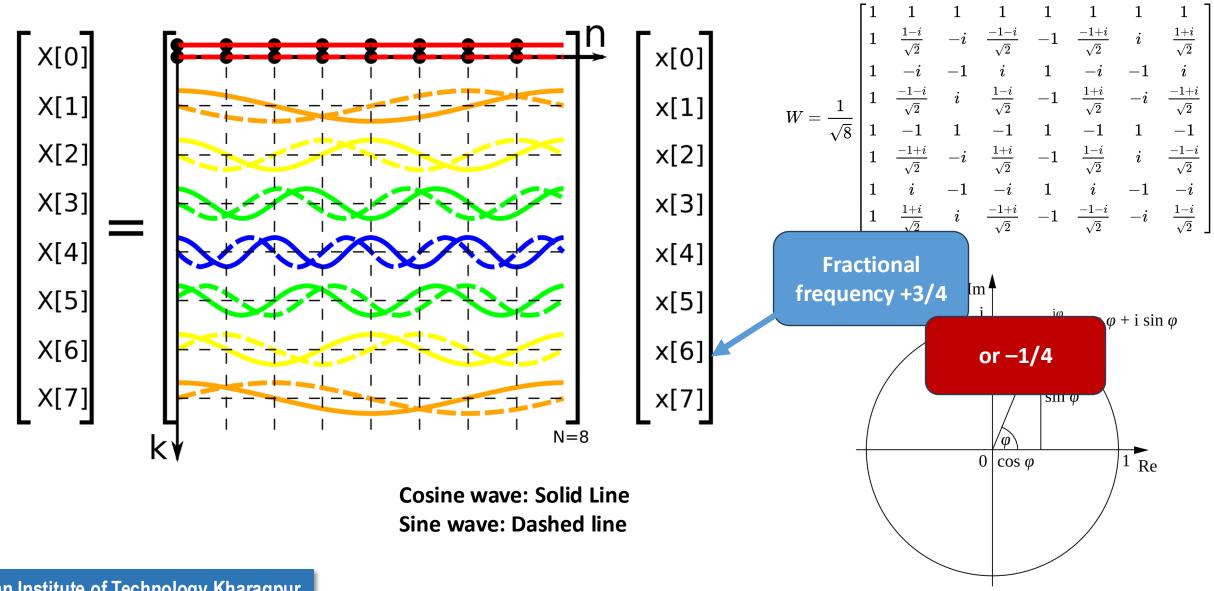


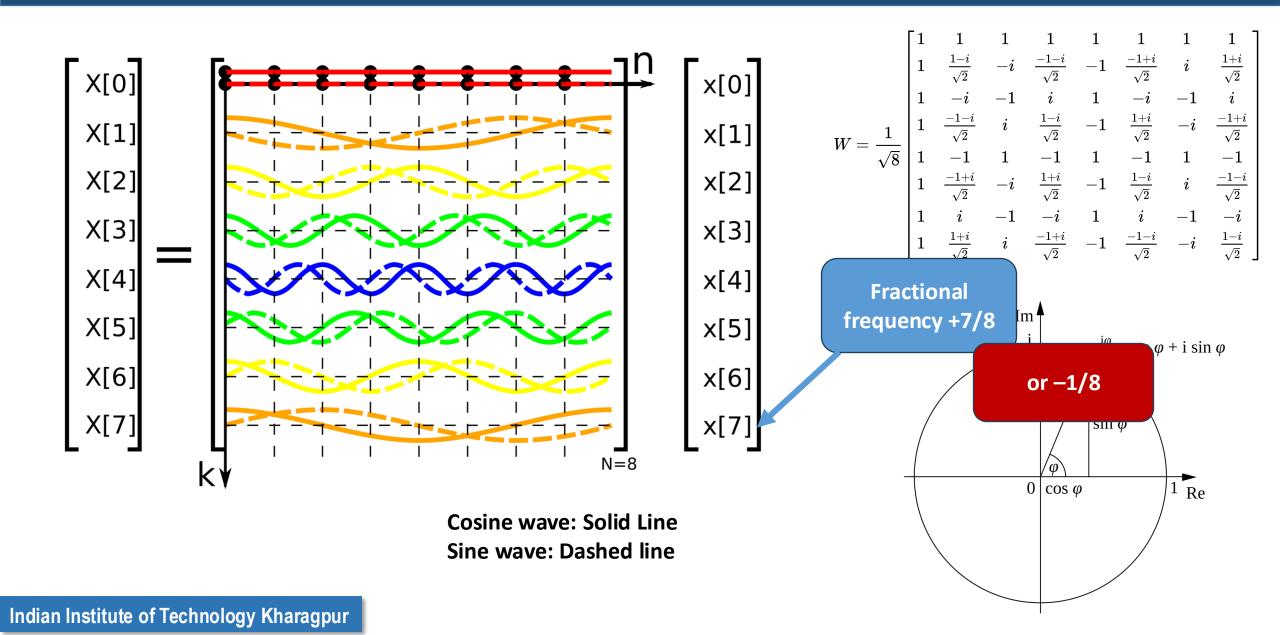












Discrete Fourier Transformation (DFT)

• Let x_0, \ldots, x_{n-1} be complex numbers. The DFT is defined by the formula,

$$X_k = \sum_{m=0}^{n-1} x_m e^{-i2\pi km/n} \qquad k = 0, \dots, n-1,$$

O Where $e^{i2\pi/n}$ is the primitive n^{th} root of 1

• Evaluating the above equation needs $O(n^2)$ operations

Can we reduce the complexity?

Fast Fourier Transform (FFT)

- Divide the DFT matrix recursively into smaller DFTs and then combine them
 - Based on the multiplications on complex root of unity
- Radix-2 decimation-in-time (DIT) FFT
 - Divide between odd and even inputs

$$X_k \;\;\; = \;\; \sum_{m=0}^{N/2-1} x_{2m} e^{-rac{2\pi i}{N}(2m)k} + \sum_{m=0}^{N/2-1} x_{2m+1} e^{-rac{2\pi i}{N}(2m+1)k}$$

Fast Fourier Transform (FFT)

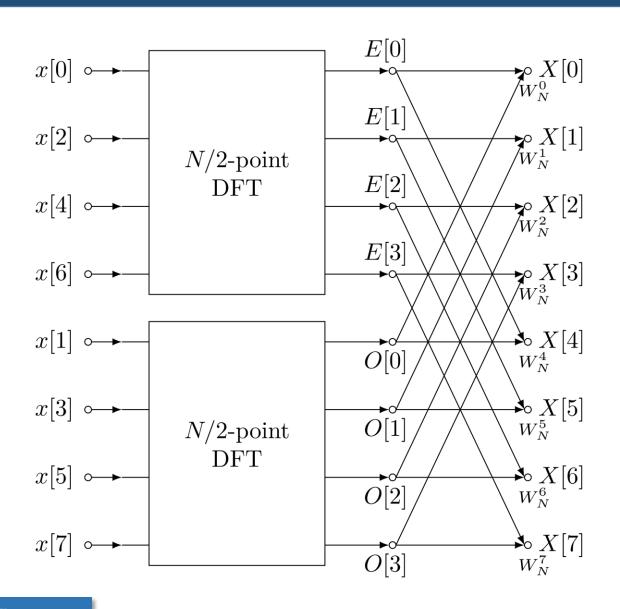
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By rearranging,

$$X_k = \underbrace{\sum_{m=0}^{N/2-1} x_{2m} e^{-rac{2\pi i}{N/2} mk}}_{ ext{DFT of even-indexed part of } x_n} + e^{-rac{2\pi i}{N}k} \underbrace{\sum_{m=0}^{N/2-1} x_{2m+1} e^{-rac{2\pi i}{N/2} mk}}_{ ext{DFT of odd-indexed part of } x_n} = E_k + e^{-rac{2\pi i}{N}k} O_k \qquad ext{for } k = 0, \dots, rac{N}{2} - 1.$$

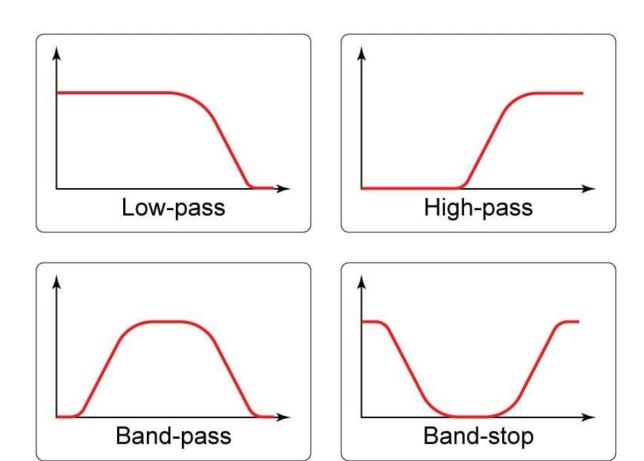
FFT for N = 8



Application of FFT in Sensing -- Filters

Extract a portion of the signal components

- Example: Acoustic data processing
 - You want to analyze the acoustic chirp sent from your smartphone
 - However, the sound emitted may get mixed with other environmental noises
 - Pass the received signal through a band-pass filter to extract only the components of the target frequency band



In Summary

- Signal propagation, distortion, reflection, etc., can help us sense the environment
 - Doppler analysis helps in identifying moving objects or movement patters
 - The reflection patterns (frequency components, time of flight, etc.) can be used to compute the distance of the object from the transmitter, angle of arrival, etc.
 - Phase shift can be used to identify material properties
- Fourier transform helps us to identify the frequency components in the signal
 - Helpful for signal analysis (we'll see the details later)
 - Useful for preprocessing the signals removing unwanted signal components lowpass/ high-pass/ bandpass filters



Some resources related to this topic



