

MASS 2021

# Fine-grained Multi-user Device-Free Gesture Tracking on Today's Smart Speakers

Ningzhi Zhu<sup>1</sup>, Huangxun Chen<sup>2</sup>, Zhice Yang<sup>1</sup>



<sup>1</sup>ShanghaiTech University

<sup>2</sup>Huawei Theory Lab

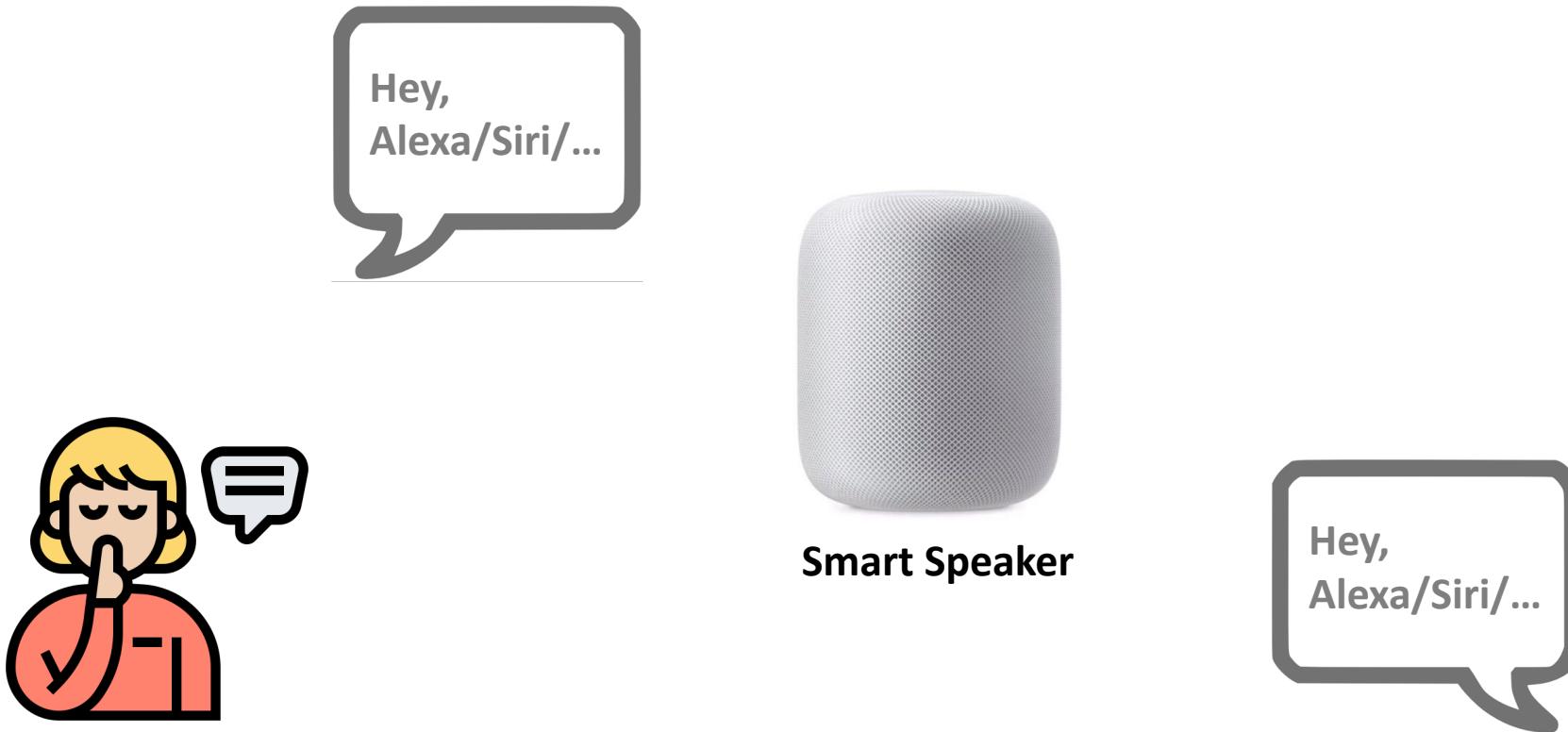


# The Booming Smart Speaker Market



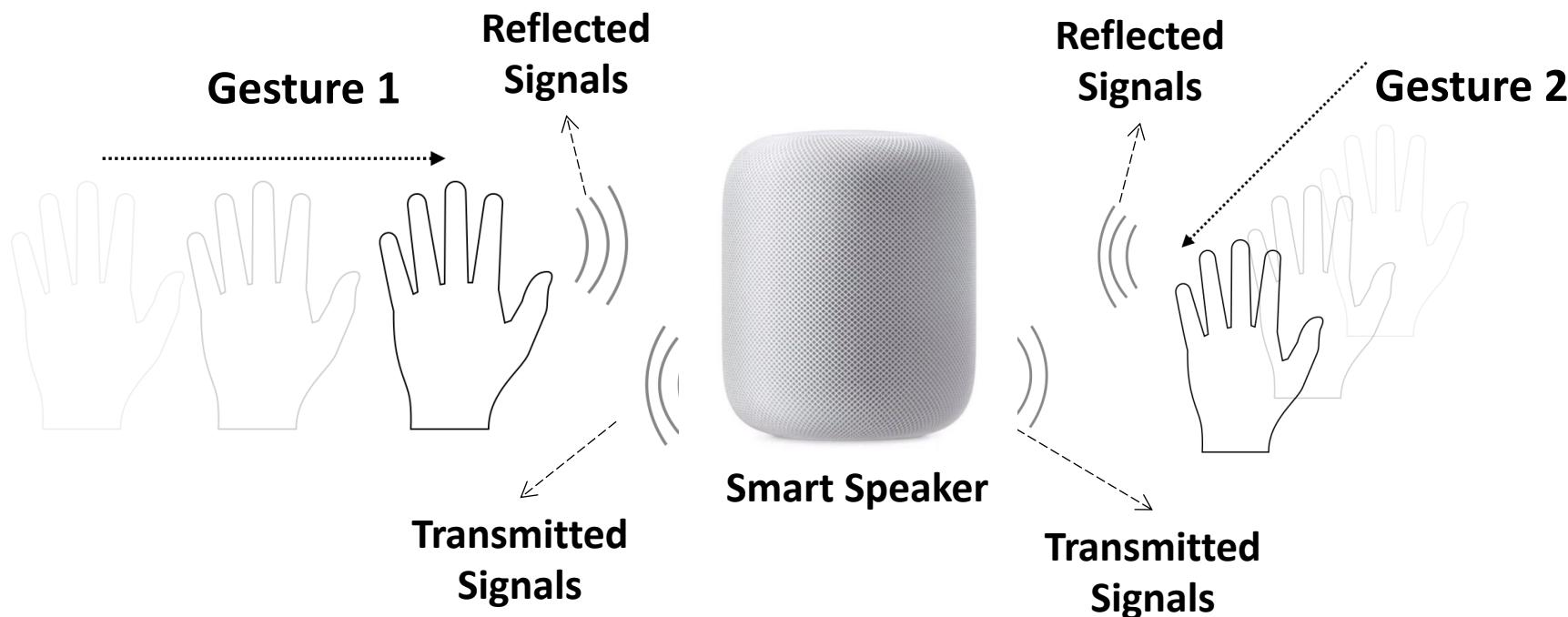
**The global market is expected to reach \$17.85 billion in 2025**

# Interaction with Smart Speakers: Voice



Mandatory quiet areas and privacy concerns may limit the usage of voice interaction.

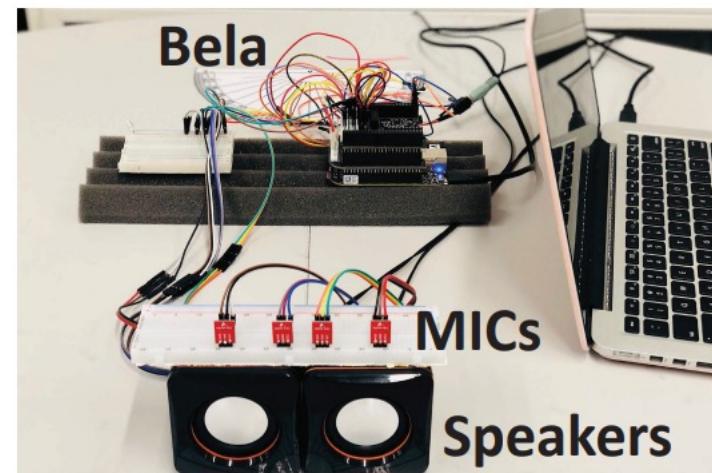
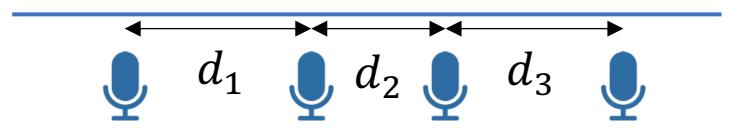
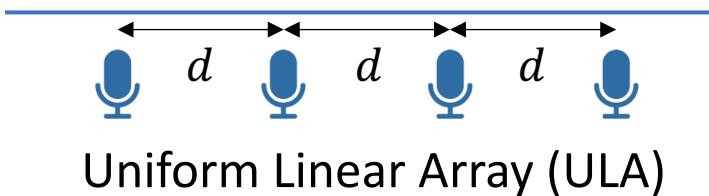
# Interaction with Smart Speakers: Gesture



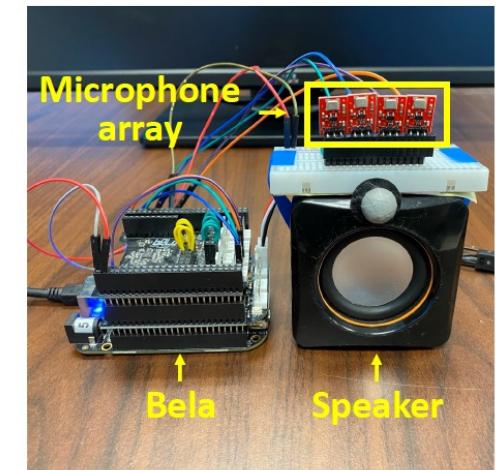
**Repurpose the smart speaker as an active sonar to provide gesture-based interaction**

# Gesture Tracking on Linear Array

- Prior efforts have realized fine-grained acoustic-based gesture tracking on the uniform/non-uniform **linear microphone arrays**.

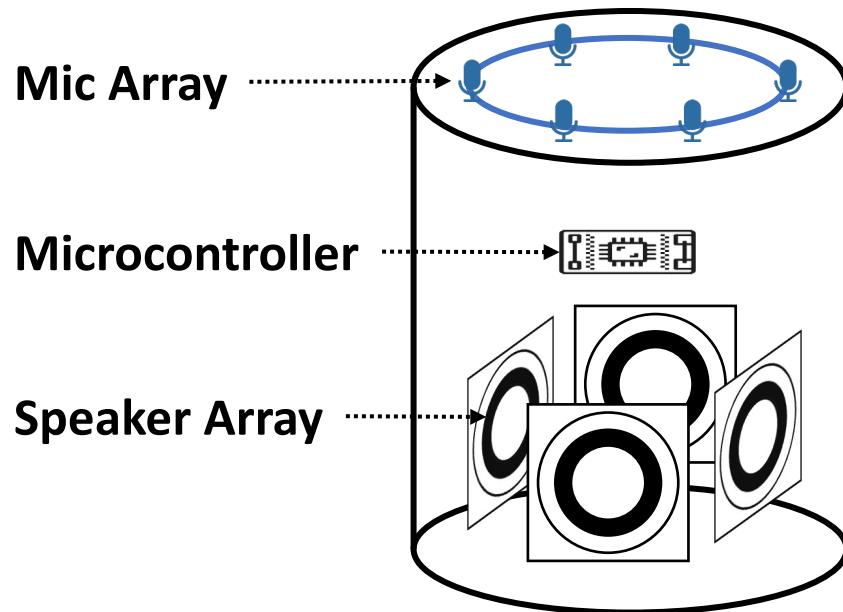


[Mobicom'19]



[Sensys'20]

# Gesture Tracking on Uniform Circular Array

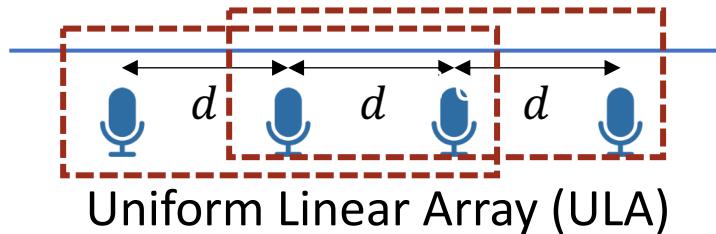


Product	Mic Layout	Mic Spacing
Amazon Echo	6-mic UCA	4.96 cm
Amazon Echo Dot	4-mic UCA	7.00 cm
Apple Homepod	6-mic UCA	7.10 cm
Sonos One	6-mic UCA	5.99 cm

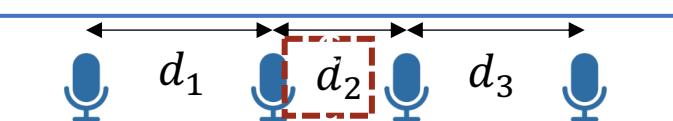
**Uniform Circular Array (UCA) is the dominating array layout of most commercial products**

# Linear Array V.S. Circular Array

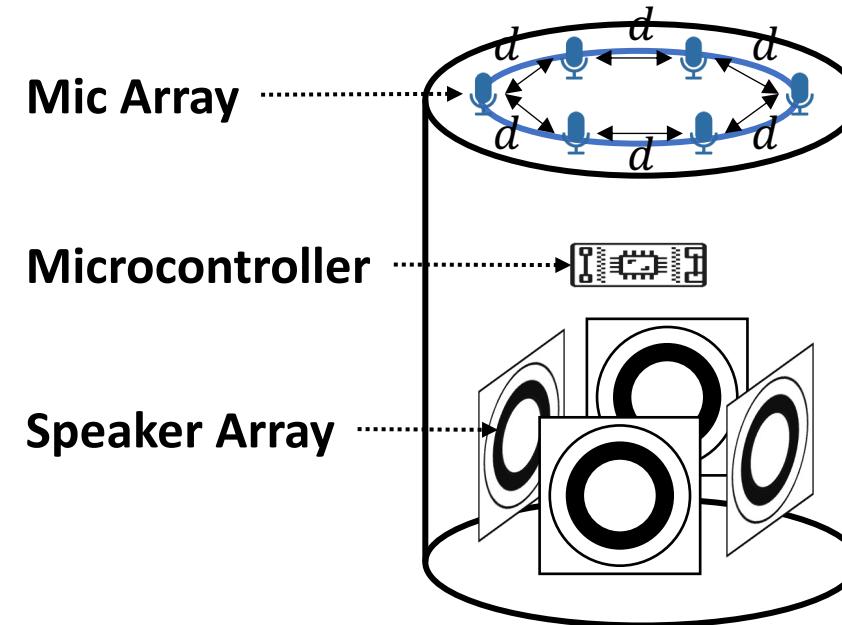
orientational invariant structure



a small separation to reduce aliasing



Non-Uniform Linear Array (NULA)

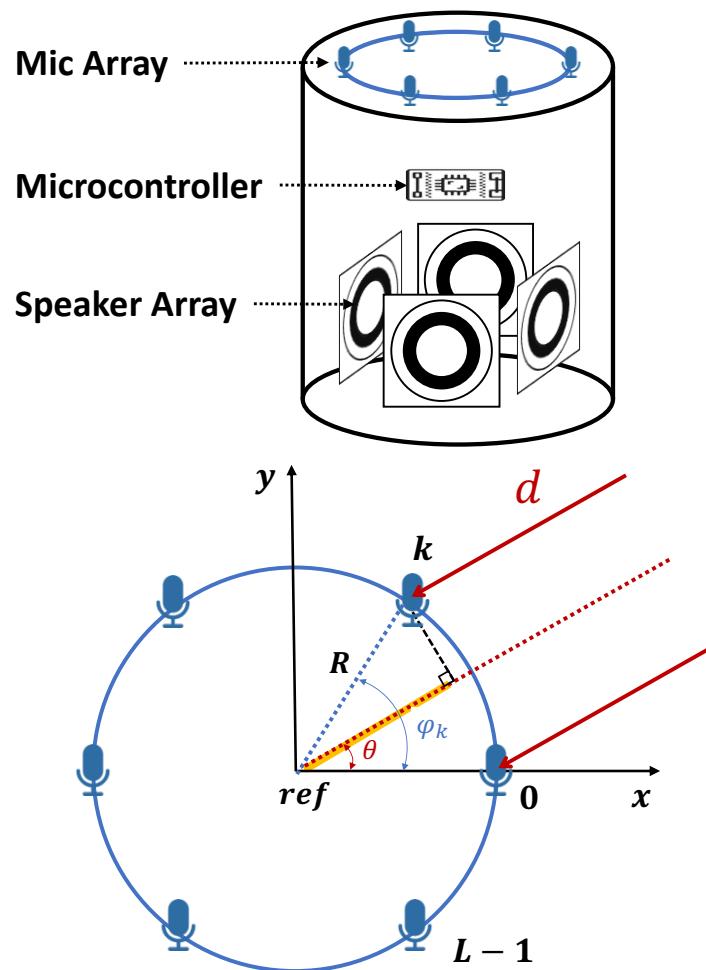


	LA in prior studies	UCA of commercial smart speakers
Signal Coherence	orientational invariant structure apply spatial smoothing	lack orientational invariant structure
Spatial Aliasing	ultrasound-wavelength-level mic-spacing non-uniform array	several centimeters mic-spacing uniform geometry

# SparseTrack: Key Insights

- **Reflector Sparsity**
  - The number of significant moving reflectors that could have contributed to the overall reflected signal is limited
- SparseTrack treats multi-target gesture tracking from the **sparse recovery perspective**

# Casting Gesture Tracking to Sparse Recovery



## UCA Signal Modeling

Time domain waveform of candidate reflection positions  $(d, \theta)$

$$X = Dic \times C + N$$

Measurement Matrix      Sparse vector for true reflection positions  
Noise

## Sparse Recovery Formulation

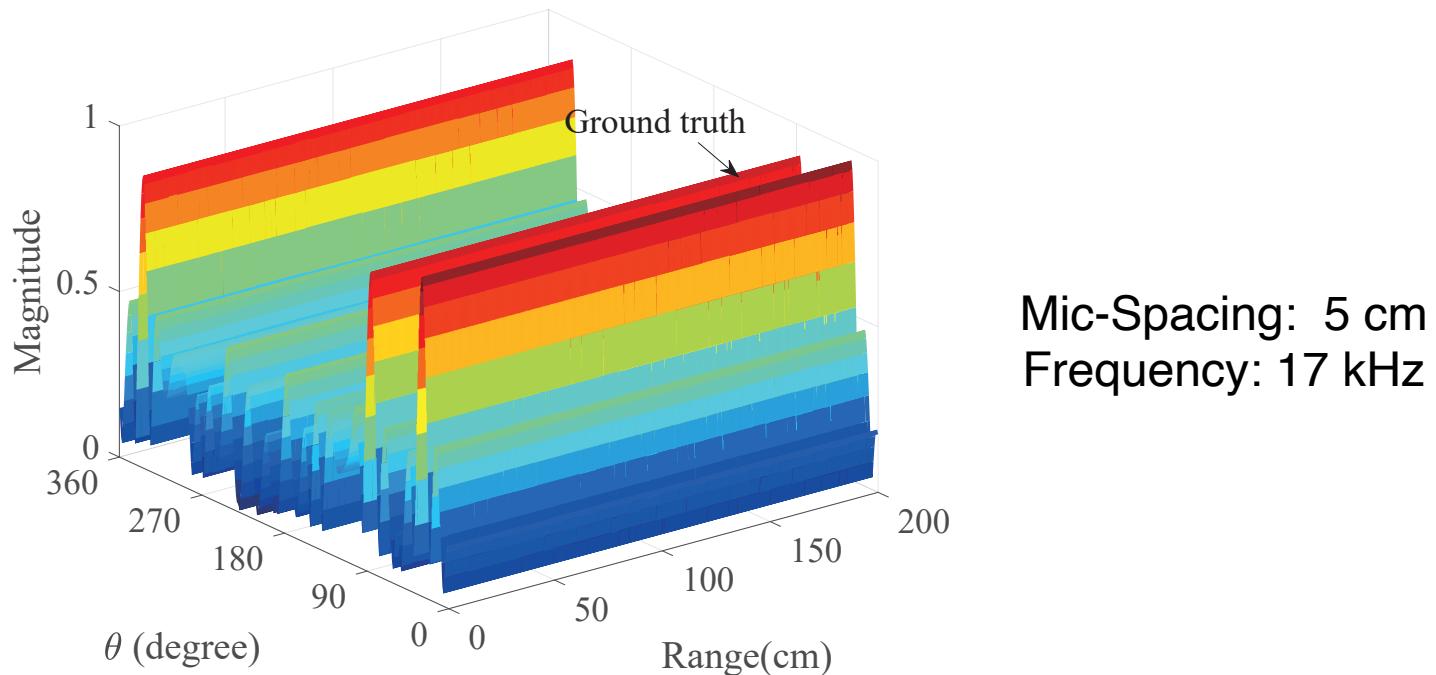
$$\min \| C \|_0 \text{ s.t. } \| X - Dic \times C \|_2 \leq \varepsilon$$

Find the smallest number of scaled and shifted reflection signals that could make up the overall signals received by the mic-array

# Challenges & Solutions

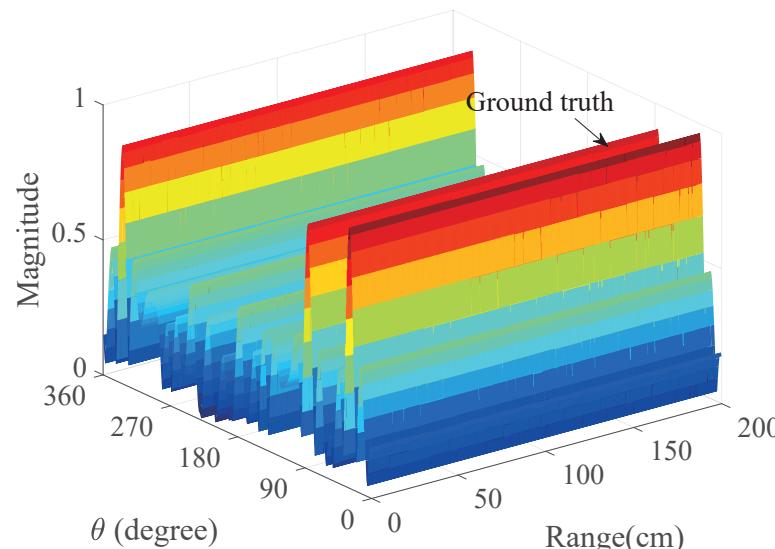
# Challenge 1: Spatial Ambiguity

- Root cause: insufficient spatial sampling rate
  - Mic-spacing of commercial products: 5-7 cm
  - Wavelength of inaudible ultrasound (17-23 kHz): 1.5-2 cm
- Ambiguity issue exists in both range and direction domain.

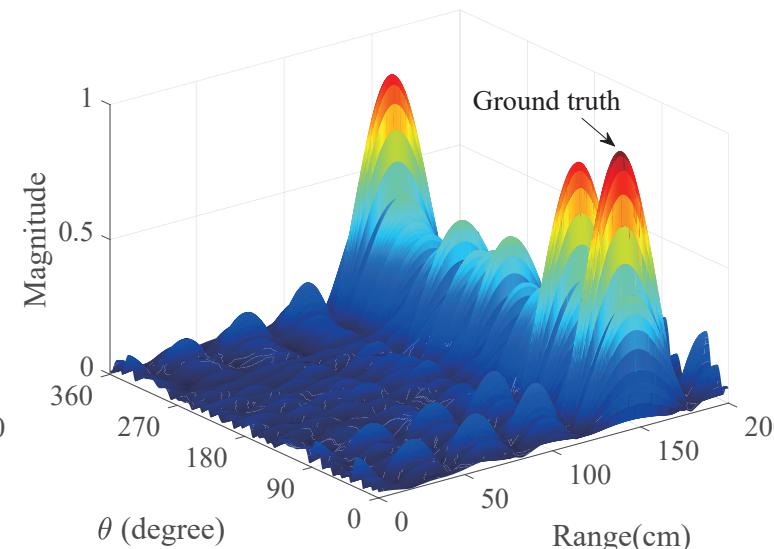


# Solution: Synthesizing Wideband Measurements

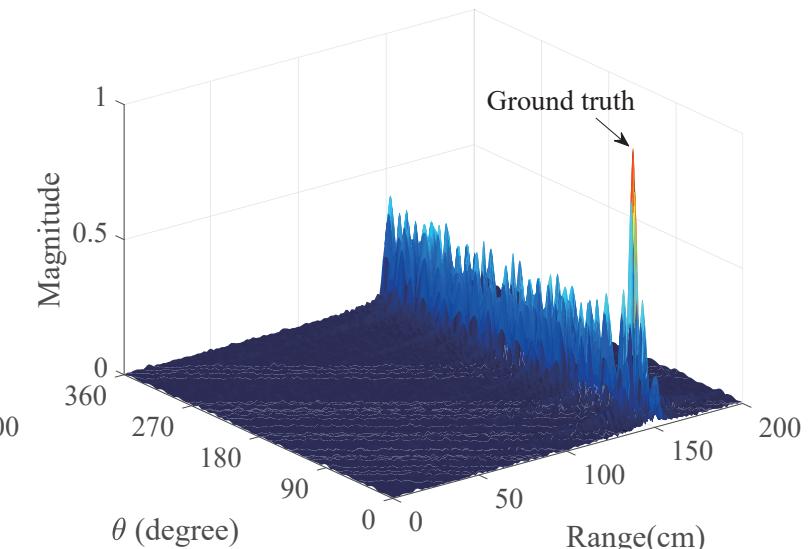
- Key observation: frequency diversity of the transmitted signal helps!
  - The measurement from each frequency component experiences different ambiguities, but all measurements include the positions of true reflectors.



Mic-Spacing: 5 cm  
Frequency: 17 kHz



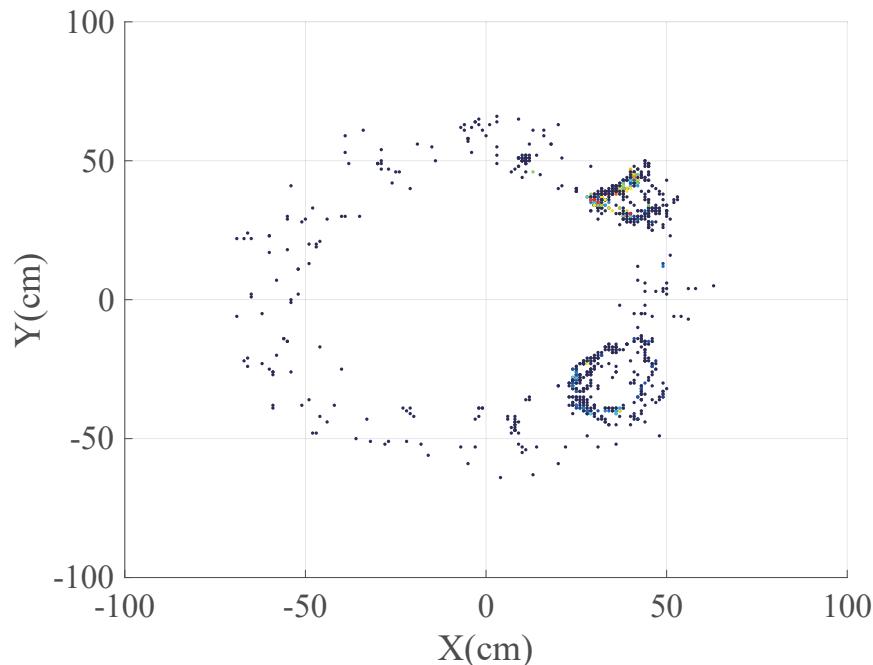
Mic-Spacing: 5 cm  
Frequency: 17-17.5 kHz



Mic-Spacing: 5 cm  
Frequency: 17-23 kHz

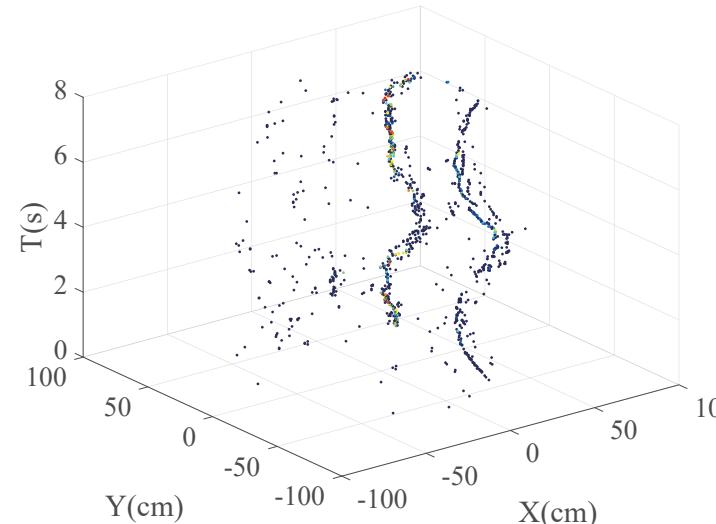
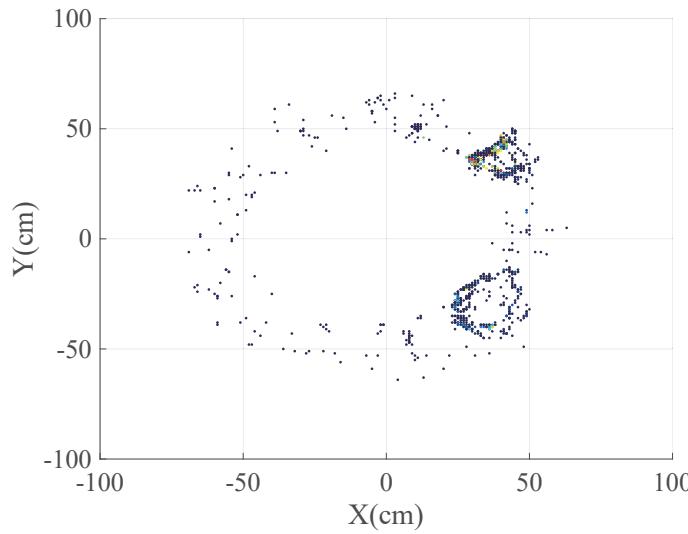
# Challenge 2: Noisy Reflection Measurement

- The output of reflection localization is not noise-free.
- It is non-trivial to extract multiple gesture traces robustly.

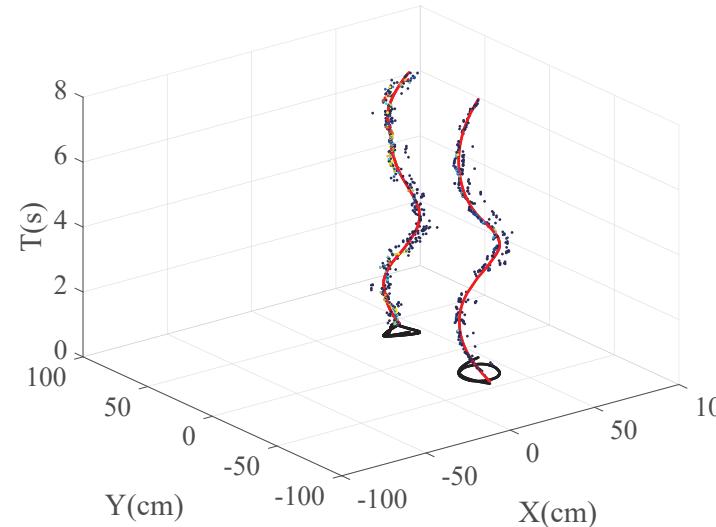
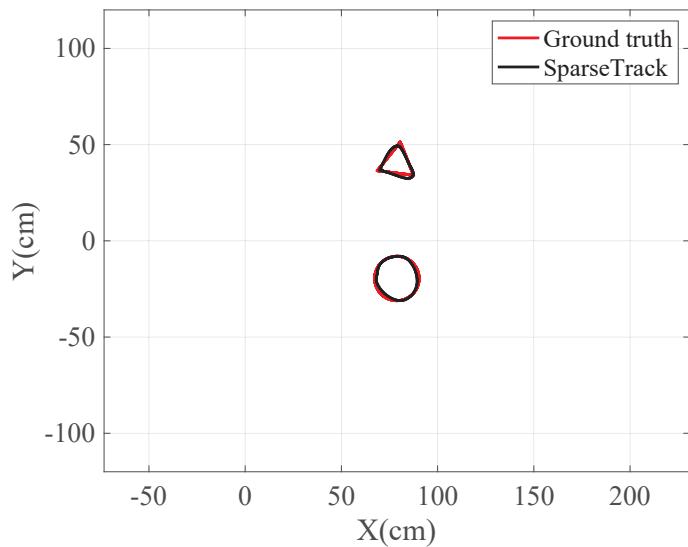


Two users are required to ‘draw a circle’ and  
‘draw a triangle’ simultaneously.

# Solution: Leverage Time-Domain Information



**Time Dimension Expansion**

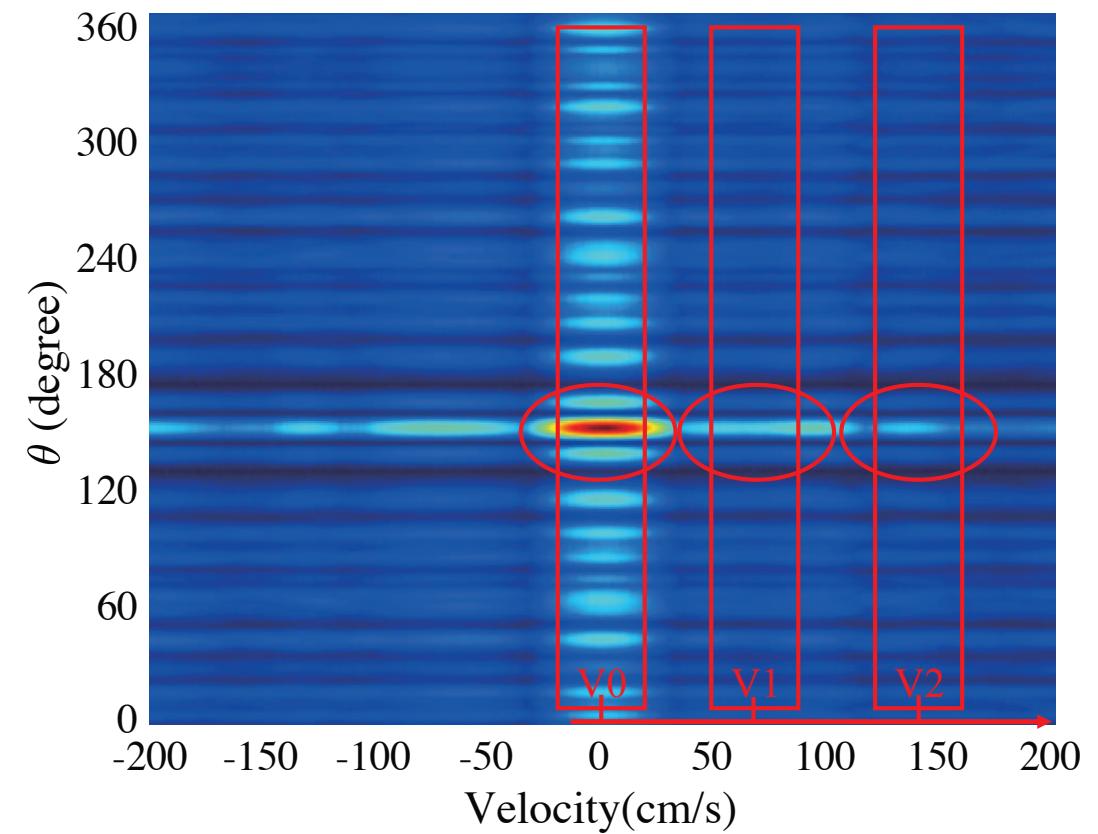
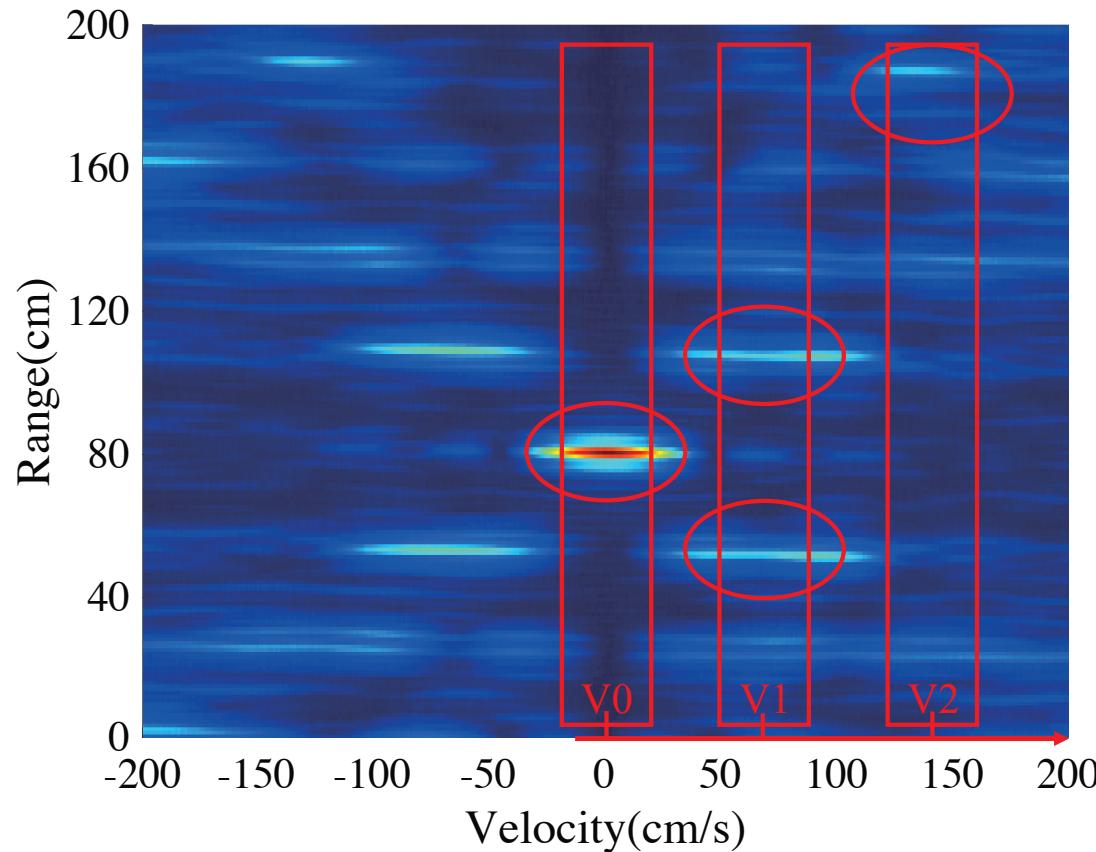


**Valid Trace Identification**

**3D to 2D Projection**

# Challenge 3: Reflector Dynamics

- Doppler effect downgrades the performance of gesture tracking



# Solution: Velocity-aware Dictionary

Time domain waveform of candidate reflection positions  $(d, \theta)$

$$\boxed{X} = \boxed{Dic} \times \boxed{C} + \boxed{\mathcal{N}}$$

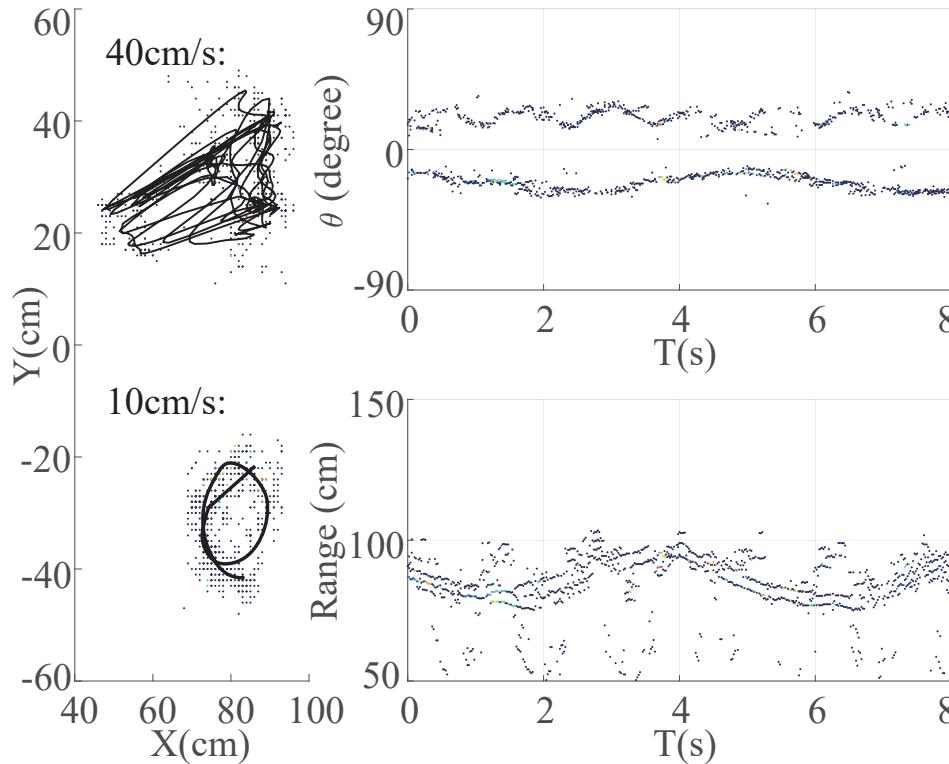
Measurement Matrix

Sparse vector for true reflection positions

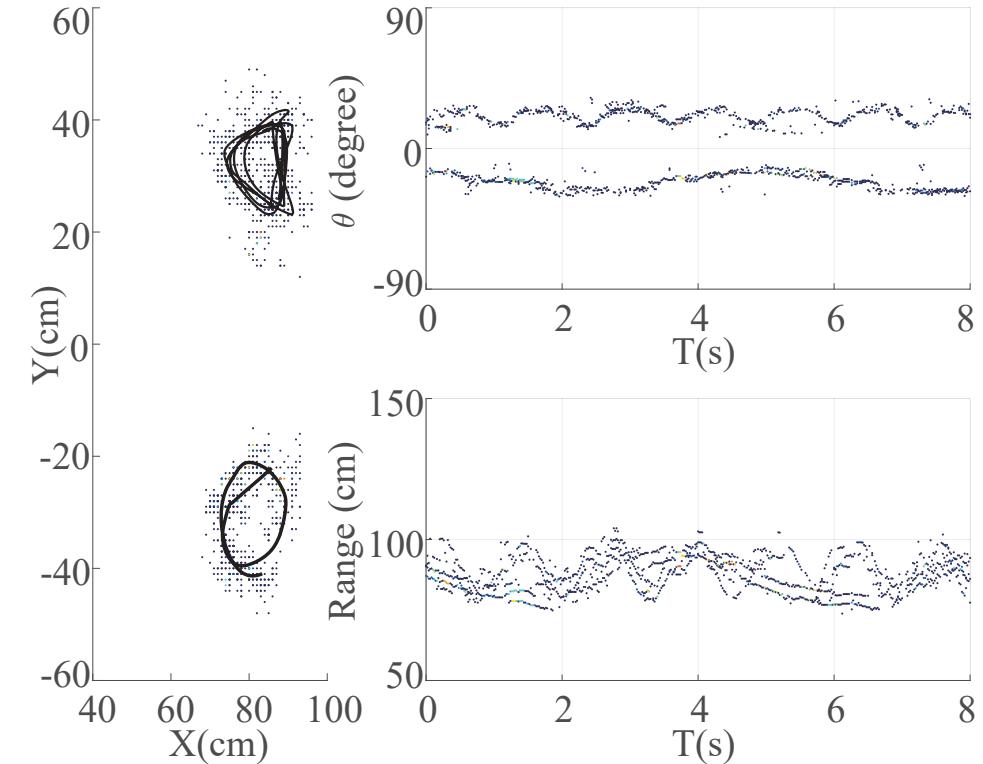
Noise

Velocity-aware Dictionary:  $(d, \theta, v)$

# Solution: Velocity-aware Dictionary

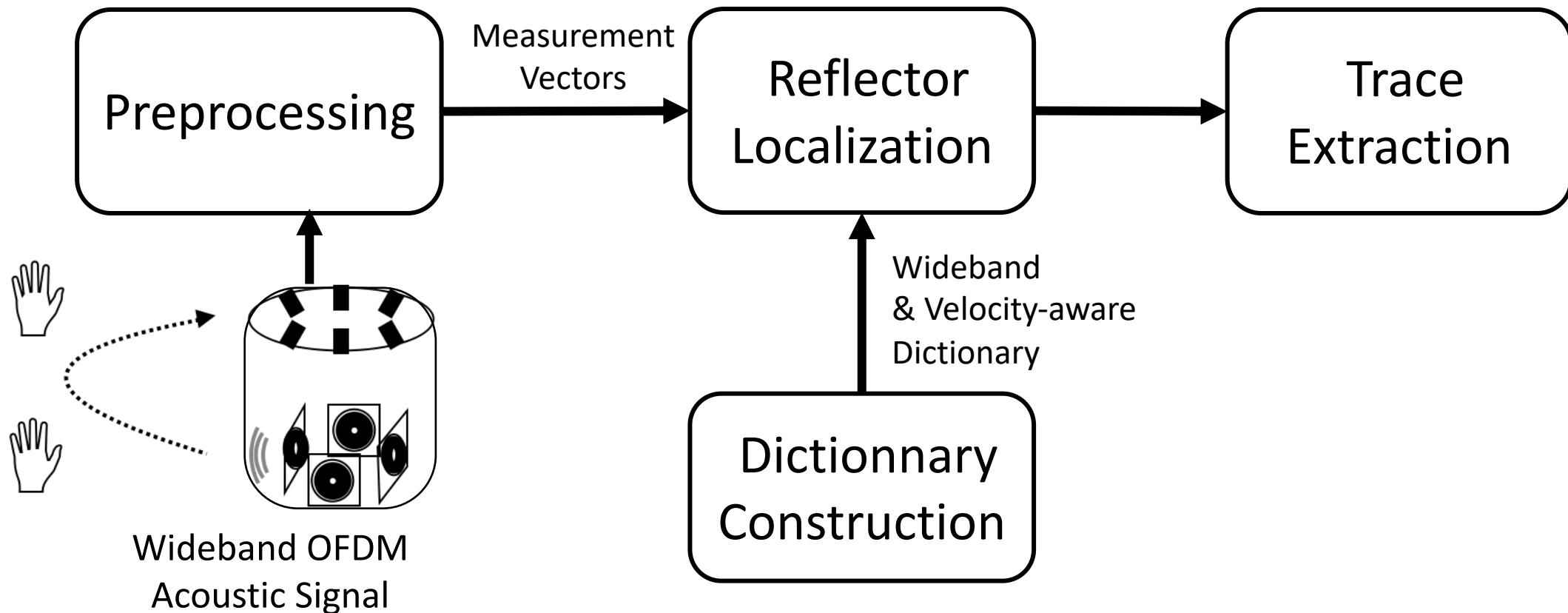


Without Velocity-aware Dictionary



With Velocity-aware Dictionary

# SparseTrack: Putting All Things Together



# Implementation & Evaluation

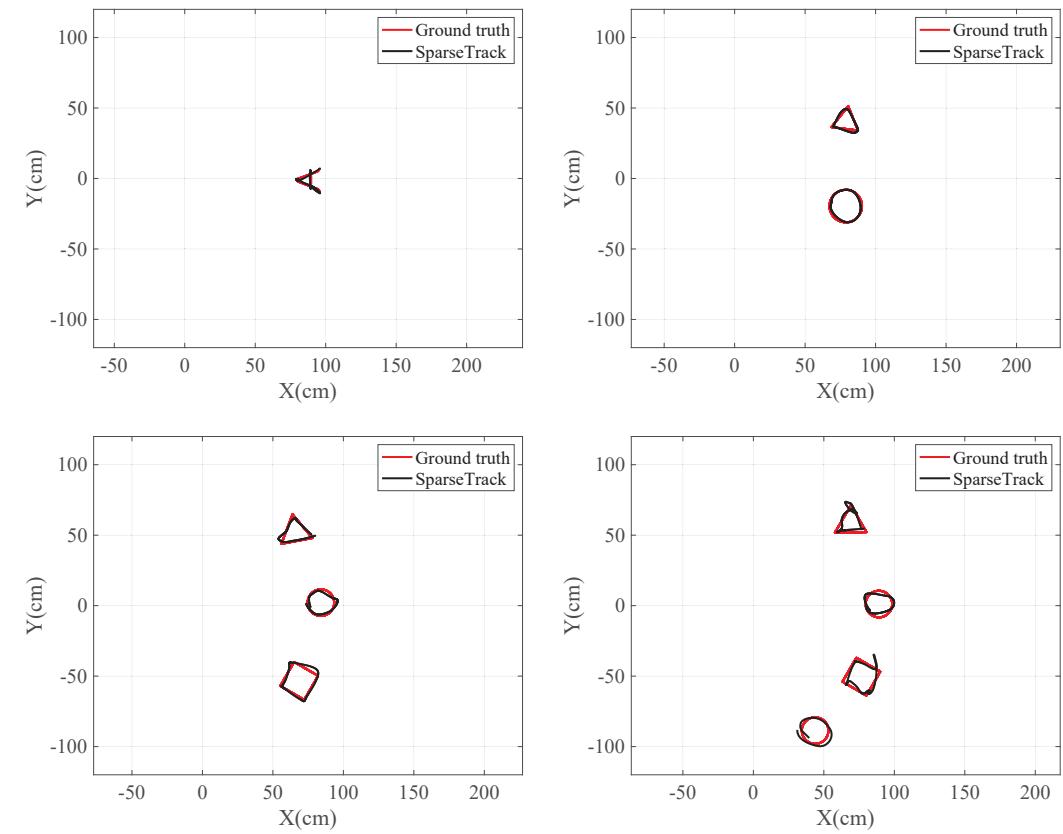
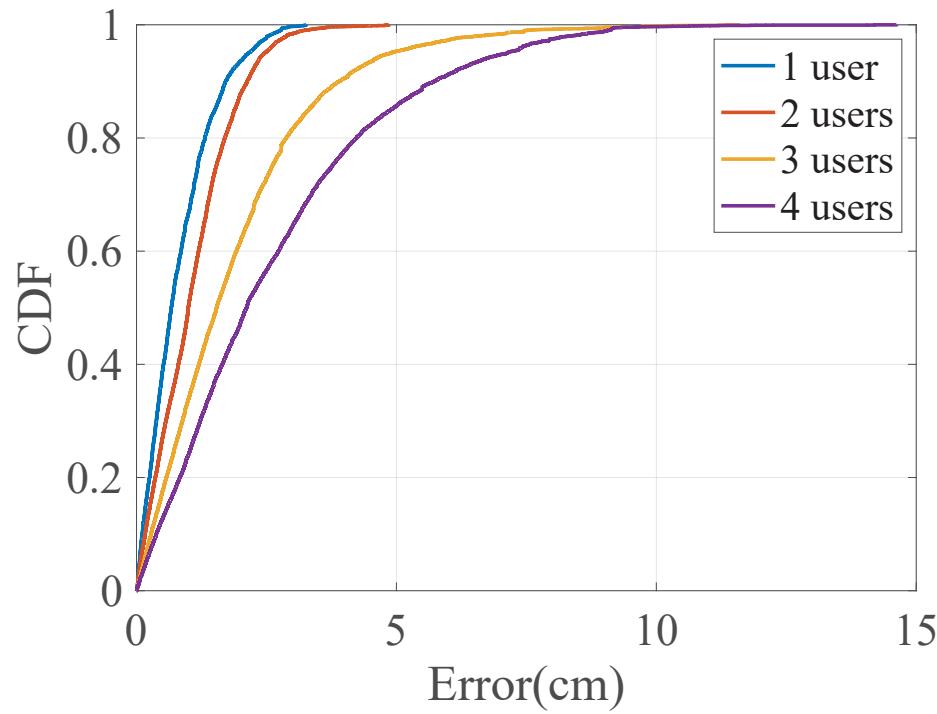
# Evaluation Setting

- The prototype has a similar layout as commodity smart speakers:
  - 4 Edifier M1250 speakers + 1 ReSpeaker 6-Mic UCA with 4.7 cm spacing
- 167 collected traces in total under different conditions



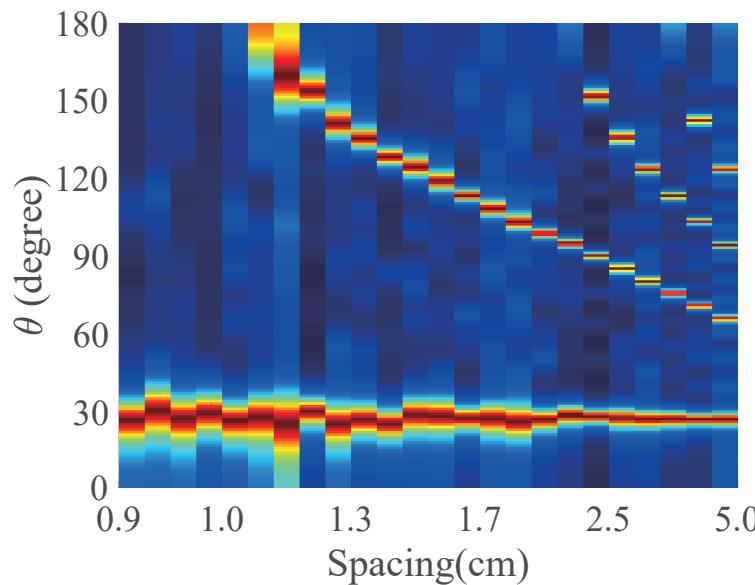
# Evaluation: Overall Performance

- SparseTrack can simultaneously track 1 to 4 users' gestures
- SparseTrack achieves a mean tracking error of 2.66 cm

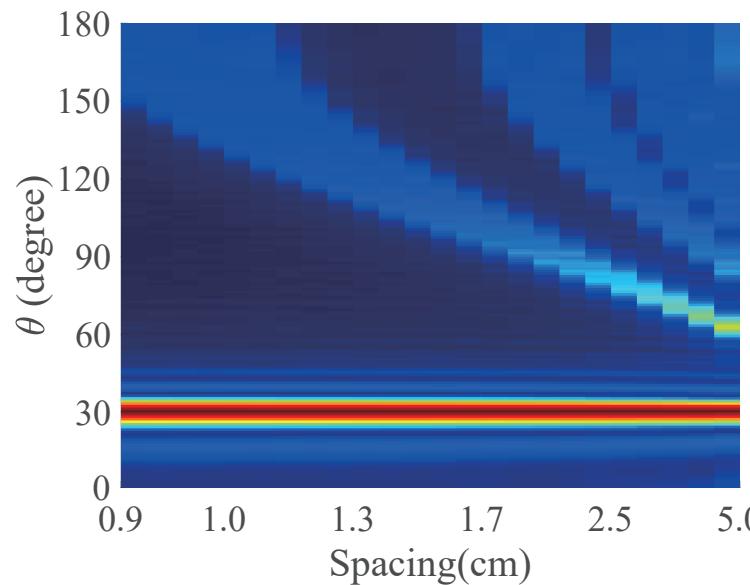


# Evaluation: Handling Spatial Ambiguity

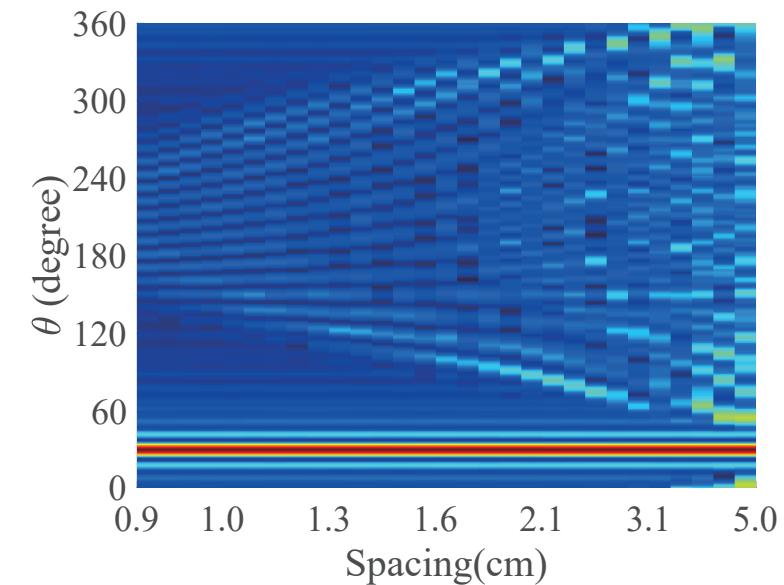
- SparseTrack can handle the spatial ambiguity issue even when the mic spacing is much larger than half of the wavelength.



2D MUSIC with ULA



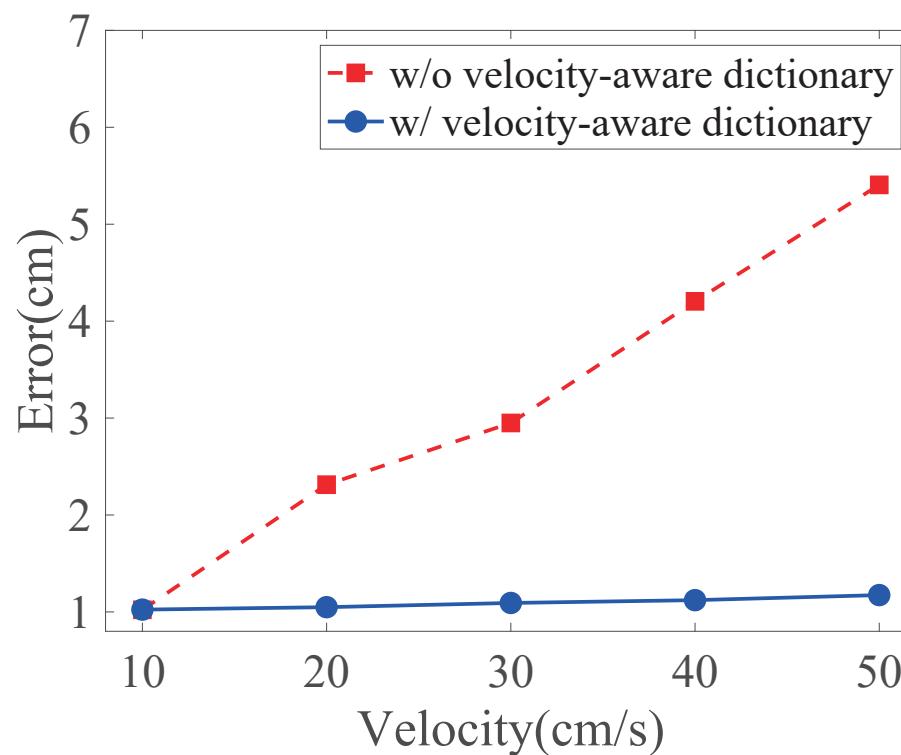
SparseTrack with ULA



SparseTrack with UCA

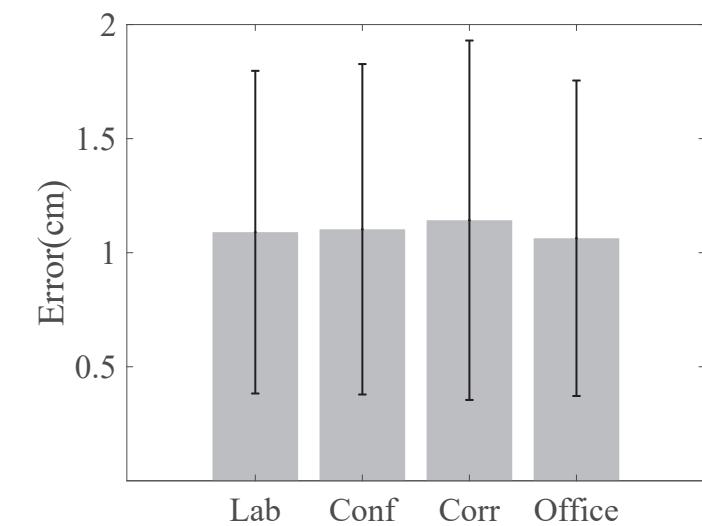
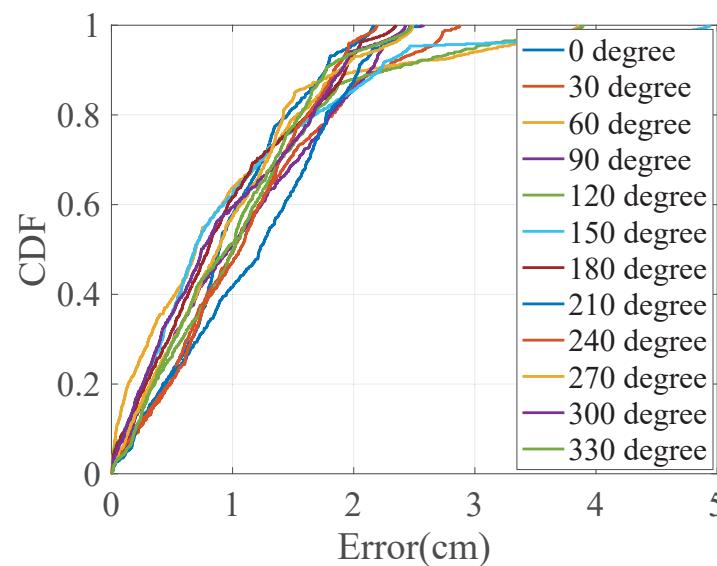
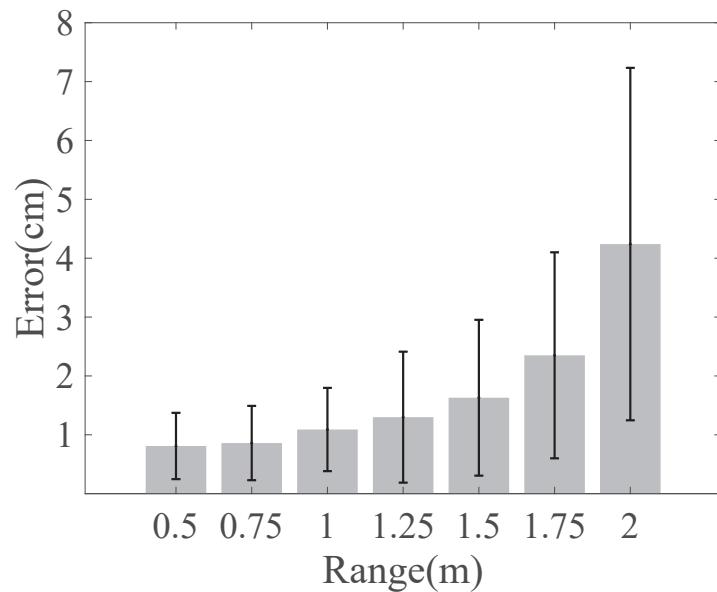
# Evaluation: Handling Doppler Effect

- The velocity-aware dictionary successfully handles the Doppler effect and achieves stable performance.



# Evaluation: Impact Factors

- Good tracking performance within the range of 1.5 m
- Robust performance under different directions and locations



# Conclusions

- SparseTrack achieves fine-grained multi-user device-free gesture tracking on smart speakers with uniform circular geometry.
- SparseTrack takes a step to mature the gesture interaction on commercial products.

Thanks!  
Q&A