ECE 659/493: IOT Signal Processing and Intelligent Sensor Networks

**Assignment 3 – Group 2** 

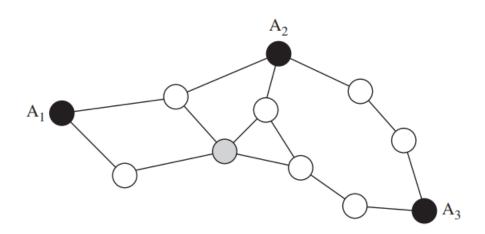
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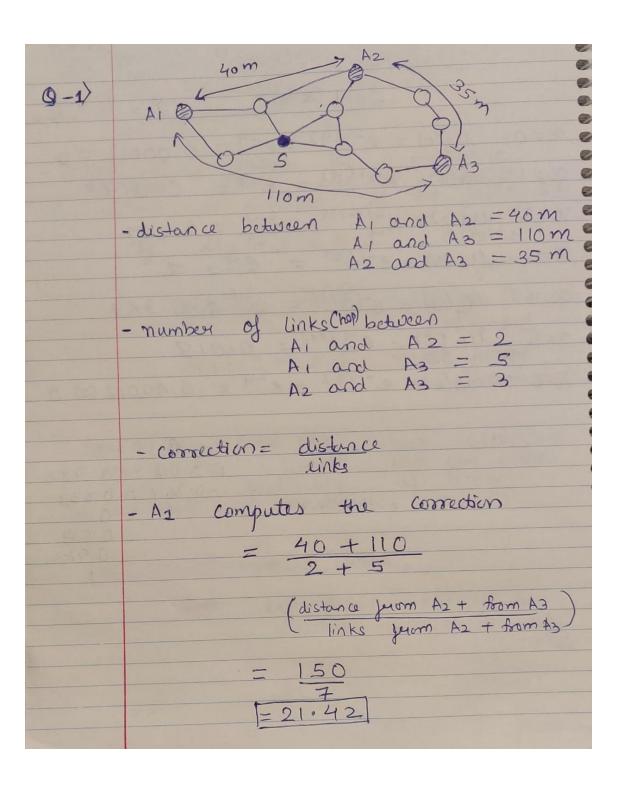
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Q-1) The figure below shows a network topology with three anchor nodes. The distances between anchors A1 and A2, anchors A1 and A3, and anchors A2 and A3 are 40 m, 110 m, and 35 m, respectively. Use the Ad Hoc Positioning System to estimate the location of the gray sensor node (show each step of your process)

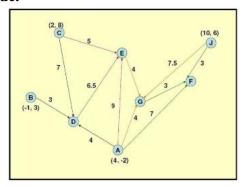


Ans)



Similarly,
-Az computes the correction = 40+35
2+3 = 75 = 15 -A3 computes the correction = 35+110 = 145 = 18.12 - we will calculate the minimum hop for from all anchors from Minimum hop between A1 and S = 2 A2 and S = 2 A3 and s = 3 - Generally minimum hop from all is 2, so we will use value of A2 as it is closet to s. so correction will use = 15. - Distance to AI from S = 2×15=30m - Distance to Az from S = 2×15=30 m - Distance to Az from S = 3×15=45 m

- Q-2) For the IoT network given in the figure below.
  - Find out the location of each node based on multilateration with the information of anchor node coordinates and the distance between nodes given in the figure.
  - Show how the DV-HOP ad-hoc positioning technique can be used to estimate the location of each node.



#### Ans)

The location of anchor nodes and the distance between anchor hop and other nodes are already given. Based on DV-HOP ad-hoc positioning technique, we only consider the node which is the closest (in this case, 1 hop) in location calculation. Since we already know the distance and location of anchor nodes, we can derive the location of other nodes by using multilateration.

Let the location of D =  $(x_D, y_D)$ , E =  $(x_E, y_E)$ , G =  $(x_G, y_G)$ , F =  $(x_F, y_F)$ .

Using multilateration,

$$2\begin{bmatrix} x_3 - x_1 & y_3 - y_1 \\ x_3 - x_2 & y_3 - y_2 \end{bmatrix} \begin{bmatrix} x_U \\ y_U \end{bmatrix} = \begin{bmatrix} (r_1^2 - r_3^2) - (x_1^2 - x_3^2) - (y_1^2 - y_3^2) \\ (r_2^2 - r_3^2) - (x_2^2 - x_3^2) - (y_2^2 - y_3^2) \end{bmatrix}$$

1) Location of D

$$(x_A, y_A) = (4, -2), (x_B, y_B) = (-1, 3), (x_C, y_C) = (2, 8), r_A = 4, r_B = 3, r_C = 7$$

$$2 \begin{bmatrix} -2 & 10 \\ 3 & 5 \end{bmatrix} \begin{bmatrix} x_D \\ y_D \end{bmatrix} = \begin{bmatrix} 15 \\ 18 \end{bmatrix}$$

$$\therefore (x_D, y_D) = (1.3125, 1.0125) \approx (1.3, 1.0)$$

2) Location of E

$$(x_A, y_A) = (4, -2), (x_D, y_D) = (1.3, 1.0), (x_C, y_C) = (2, 8), r_A = 9, r_D = 6.5, r_C = 5$$

$$2 \begin{bmatrix} -2 & 10 \\ 0.7 & 7 \end{bmatrix} \begin{bmatrix} x_E \\ y_E \end{bmatrix} = \begin{bmatrix} 104 \\ 40.50875 \end{bmatrix}$$

$$\therefore (x_E, y_E) = (-15.013, 4.39479) \approx (-15.0, 4.4)$$

3) Location of G

$$(x_A, y_A) = (4, -2), (x_E, y_E) = (-15.0, 4.4), (x_J, y_J) = (10, 6), r_A = 4, r_E = 4, r_J = 7.5$$

$$2\begin{bmatrix} 6 & 8 \\ 25 & 1.6 \end{bmatrix} \begin{bmatrix} x_G \\ y_G \end{bmatrix} = \begin{bmatrix} 75.75 \\ 49.38 \end{bmatrix}$$
  
 
$$\therefore (x_G, y_G) = (0.719118, 4.19504) \approx (0.7, 4.2)$$

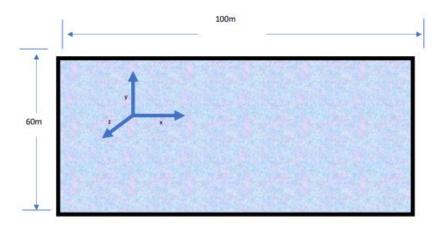
4) Location of F

$$(x_A, y_A) = (4, -2), (x_G, y_G) = (0.7, 4.2), (x_J, y_J) = (10, 6), r_A = 7, r_G = 3, r_J = 3$$

$$2 \begin{bmatrix} 6 & 8 \\ 9.3 & 1.8 \end{bmatrix} \begin{bmatrix} x_F \\ y_F \end{bmatrix} = \begin{bmatrix} 156 \\ 119.2375 \end{bmatrix}$$

$$\therefore (x_F, y_F) = (5.29167, 5.78125) \approx (5.3, 5.8)$$

# Q-3) Consider the case of the interior of a building of a rectangular shape 100mx60mx5m.



It is desired that objects moving around inside this building be located by means of the wireless signals propagating inside the building. These signal are produced by three wireless devices: one device is located at (x=0.0m,y=30.0,z=3.0m), one device is located at (x=50.0m, y=60.0m, z=4.0m), one device is located at (x=100.0m, y=30.0m, z=3.0m). The floor of the building is a grid of equal size square-tiles. It suffices to locate the device roaming inside the building in terms of a tile index.

RSSI Model: Please refer to the article "Indoor Positioning Algorithm Based on the Improved

RSSI Distance Model", posted on the course site.

Common propagation path-loss models include the free space propagation model, the logarithmic distance path-loss model, etc. Studies have shown that the channel fading characteristic follows a lognormal distribution. RSSI distance measurement generally uses the logarithmic distance path-loss model [32–34]. It is expressed as

$$RSSI = 10n \lg(d) + A + X_S, (1) 0$$

where d is the distance between the transmitter and the receiver, and n is a path-loss parameter related to the specific wireless transmission environment. The more obstacles there are, the larger n will be. A is the RSSI with distance  $d_0$  from the transmitter.  $X_S$  is a Gaussian-distribution random variable with mean 0 and variance  $s^2$ .

For convenience of calculation,  $d_0$  usually takes a value of 1 meter. Since  $X_S$  has a mean of 0, the distance-loss model can be obtained with

$$RSSI = 10n \log(d) + A, (2)$$

where *A* is the average measured RSSI when the received node is 1 meter away from the transmit node which is related to the RF circuits of Bluetooth nodes. By gathering the RSSI values for Bluetooth beacons at different distances and using the least squares algorithm to fit the parameters, we can obtain the RSSI distance model.

#### Ans)

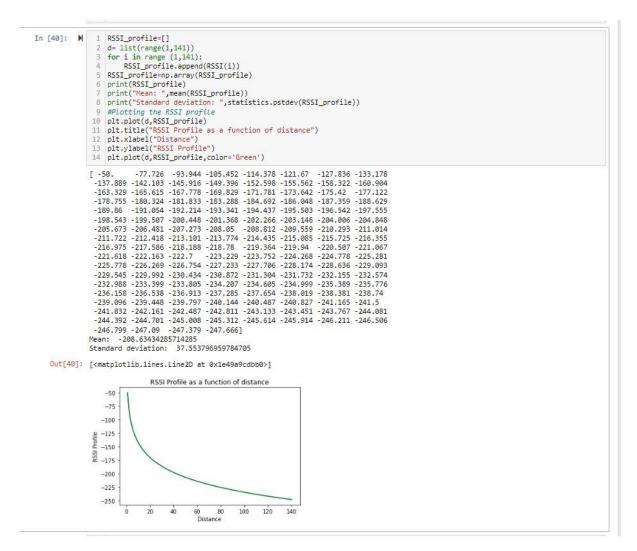
We are already given in the question that pathloss is 4db which is denoted by 'n'. The value of standard deviation is 5.1db. Locations A, B, and C are signal-producing wireless devices, and A' represents the average RSSI as measured at a distance of one metre from the transmitter.

1. Using the model in Equation 2, generate an RSSI profile as a function of the distance d, for d =1 to 140m.

Solution-:

The mean RSSI value can be measured using the equation- RSSI' =  $-10n * \log(d) + A'$ 

Hence, after applying the equation the Output comes out to be:-



2. Generate a fingerprint for the tile grid. Each grid tile fingerprint is the RSSI readings from the three devices measured at that perticular tile. Use the centre of the tiles for your calculations.

#### Solution-:

For generating a fingerprint we are given sensors at (x=0.0m, y=30.0m, z=3.0m), one at (x=50.0m, y=60.0m, z=4.0m) and one at (x=100.0m, y=30.0m, z=3.0m) we have created a function **def fprint** to determine the fingerprint of a specific tile location w.r.t the router positions.

The output in this case comes out to be-:

```
Tile at position 0 is
        Tile at position 1 is
                                 [0.5, 1.5, 0]
        Tile at position 2
                            is
                                 [0.5, 2.5, 0]
        Tile at position 3
                                 [0.5, 3.5, 0]
                            is
        Tile at position
                            is
        Tile at position 5
                                 [0.5, 5.5,
        Tile at position 6
                            is
                                 [0.5, 6.5, 0]
        Tile at position
                            is
                                 [0.5, 7.5, 0]
        Tile at position 8
                            is
                                 [0.5, 8.5, 0]
        Tile at position
                          9 is
                                 [0.5, 9.5, 0]
        Tile at position
                         10 is
                                 [0.5, 10.5, 0]
        Tile at position 11 is
                                 [0.5, 11.5, 0]
        Tile at position
                          12
                             is
                                  [0.5, 12.5, 0]
         Tile at position
                          13
        Tile at position
                          14 is
                                  [0.5, 14.5, 0]
        Tile at position
                         15
                             is
                                  [0.5, 15.5, 0]
        Tile at position
                                  [0.5, 16.5, 0]
                          16
                             is
        Tile at position
                              is
         Tile at position
                          18
                             is
                                  [0.5, 18.5, 0]
        Tile at position 19
                             is
                                  [0.5, 19.5, 0]
        Tile at position 20
                                 [0.5, 20.5, 0]
                             is
        Tile at position 21
                             is
                                  [0.5, 21.5, 0]
        Tile at position
                          22
                                  [0.5, 22.5, 0]
        Tile at position
                         23
                             is
                                  [0.5, 23.5, 0]
        Tile at position 24
                             is
                                 [0.5, 24.5, 0]
        Tile at position 25
                             is
                                 [0.5, 25.5, 0]
Tile at position 5970 is [99.5, 30.5, 0]
Tile at position 5971 is [99.5, 31.5, 0]
Tile at position 5972 is [99.5, 32.5, 0]
Tile at position
                5973
                      is
                          [99.5, 33.5, 0]
Tile at position 5974 is [99.5, 34.5, 0]
Tile at position 5975 is [99.5, 35.5, 0]
Tile at position 5976
                      is
                          [99.5, 36.5, 0]
Tile at position 5977 is [99.5, 37.5, 0]
Tile at position 5978 is [99.5, 38.5, 0]
Tile at position 5979
                      is
                          [99.5, 39.5, 0]
                      is [99.5, 40.5, 0]
Tile at position 5980
Tile at position 5981 is [99.5, 41.5, 0]
Tile at position 5982
                      is [99.5, 42.5, 0]
Tile at position 5983 is [99.5, 43.5, 0]
Tile at position 5984 is [99.5, 44.5, 0]
Tile at position 5985 is [99.5, 45.5, 0]
Tile at position 5986 is [99.5, 46.5, 0]
Tile at position 5987
                      is [99.5, 47.5, 0]
Tile at position 5988
                      is [99.5, 48.5, 0]
Tile at position 5989 is [99.5, 49.5, 0]
Tile at position 5990
                      is [99.5, 50.5, 0]
Tile at position 5991 is [99.5, 51.5, 0]
Tile at position 5992 is [99.5, 52.5, 0]
Tile at position 5993
                      is
                          [99.5, 53.5, 0]
Tile at position 5994 is [99.5, 54.5, 0]
Tile at position 5995 is [99.5, 55.5, 0]
Tile at position
                5996
                      is
                          [99.5, 56.5, 0]
Tile at position 5997 is [99.5, 57.5, 0]
Tile at position 5998 is [99.5, 58.5, 0]
Tile at position 5999 is [99.5, 59.5, 0]
```

We have created a "fprint grid.csv" file for the same which shows the entire data.

3. Consider a roaming device, placed at the center of the indexed by (30, 45, 0). Estimate the RSSI readings using the same model.

4. Compute the tile location of the roaming device by matching its RSSI readings as in 3 above, with that stored in the grid fingerprint. Repeat this ten times and compute the mean location value.

```
Tile loss for the tiles:
[[21.5, 57.5, 0], [22.5, 51.5, 0], [35.5, 39.5, 0], [25.5, 51.5, 0], [20.5, 54.5, 0], [19.5, 47.5, 0], [22.5, 58.5, 0], [2
2.5, 51.5, 0], [37.5, 37.5, 0], [26.5, 52.5, 0]]

RSSI values for tiles 10 iterations:
[[[-203.6291 -180.356 -230.4951]]

[[-188.1664 -183.5359 -216.3332]]

[[-193.84 -177.811 -218.5642]]

[[-194.84 -178.5552 -228.5913]]

[[-195.0466 -186.0789 -219.0109]]

[[-183.3975 -189.1207 -213.2581]]

[[-190.6088 -181.1972 -218.3709]]

[[-188.1664 -183.5359 -216.3332]]

[[-188.631 -180.0337 -221.6849]]

[[-183.5985 -182.2143 -224.3024]]]

Ques 3.4

The mean loc value using RSSI is [25.4 49.4 0.]
```

5. Compute the location error, i.e, the distance between the true tile location and the mean location value.

Solution-:

Therefore, mean location error value using RSSI is as follows-:

The estimated location using the triangulation method is-:

```
Ques 3.5

The mean loc err value using RSSI is 6.3655321851358195

Estimated loc using the triangulation method is [23.57426167 48.18948349 3.60631612]
```

6. Using the estimated readings in 3 above and the RSSI model, compute the distance between the roaming device and each wireless anchor. Use a triliteration technique to estimate the three dimensional location of the roaming device. Compare that to true location.

Solution-:

Therefore, the mean location value using trilateration is 0.029223750499847

```
Ques 3.6
The mean loc err value using trilateration is 8.029223750499847
```

- Q-4) Suppose we have two sensors with known (and different) variances  $v_x$  and  $v_y$ , but unknown (and the same) mean  $\mu$ . Suppose we observe  $n_x$  observations from the first sensor and  $n_y$  observations from the second sensor. Call these  $D_x$  and  $D_y$ . Assume all distributions are Gaussian.
  - 1. What is the posterior  $p(\mu|D_x,D_y)$ , assuming a non-informative prior for  $\mu$ ? Give an explicit expression for the posterior mean and variance. Hint: uses Bayesian updating twice, once to get from  $p(\mu) \rightarrow p(\mu|D_x)$  (starting from a non-informative prior, which we can simulate using a precision of 0), and then again to get from  $p(\mu|D_x) \rightarrow p(\mu|D_x,D_y)$ .

Density of Gaussian distribution :  $f(x) = \frac{1}{\sqrt{2\pi\sigma}} e^{-\frac{1}{2}(\frac{x-\mu}{\sigma})^2}$ 

non-informative prior :  $\pi(\mu) = \mu$ 

when we find the likelihood of  $L(\mu|D_x)$ ,  $L(D_x|\mu) = \prod f(D_x) = \prod \frac{1}{\sqrt{2\pi v_x}} e^{-\frac{(D_x - \mu)^2}{2v_x}}$ .

Then, the posterior is  $p(\mu|D_x) \propto L(D_x|\mu)\pi(\mu) = \mu e^{-\frac{(D_x-\mu)^2}{2\nu_x}}$ .

Similarly, when we find the likelihood of  $L(\mu|D_x, D_y)$  ,  $L(D_x, D_y|\mu) = \prod f(D_x, D_y) = \prod \frac{1}{\sqrt{2\pi v_x}} e^{-\frac{(D_x - \mu)^2}{2v_x}} \frac{1}{\sqrt{2\pi v_y}} e^{-\frac{(D_y - \mu)^2}{2v_y}}$ .

Then, the posterior is  $p(\mu|D_x, D_y) \propto L(D_x, D_y|\mu)p(\mu|D_x) = \mu e^{\frac{-(D_x - \mu)^2}{2v_x}} e^{\frac{-(D_y - \mu)^2}{2v_y}}$ .

The posterior mean is  $E(\mu) = \int_{-\infty}^{\infty} \mu \, p(\mu|D_x, D_y) d\mu = \frac{v_x}{v_x + v_y} D_x + \frac{v_y}{v_x + v_y} D_y$ .

The posterior variance is  $Var(\mu) = \int_{-\infty}^{\infty} \mu^2 p(\mu|D_x, D_y) d\mu - (E(\mu))^2 = \frac{v_x v_y}{v_x + v_y} = (\frac{1}{v_x} + \frac{1}{v_y})^{-1}$ .

2. Suppose the y sensor is very unreliable. What will happen to posterior mean estimate Give a simplified approximate expression.

If y sensor is very unreliable, then in the progress of calculating posterior mean, we can ignore  $D_y$  part, so the posterior mean is  $\frac{v_x}{v_x + v_y} D_x$ .

Q-5) Given that the sensors provide the following assessment in the form of mass functions as in the table below, use DS evidence fusion to compute the evidence on each potential identity. Calculate the conflict factor.

Identity	Sensor D <sub>1</sub>	Sensor D <sub>2</sub>
F	0.3	0.4
M	0.15	0.10
A	0.03	0.02
Animal	0.42	0.45
Unknown	0.10.	0.03
Total Mass	1.00	1.00

8-5)	2	Sensor		ond D2	D2 =	
(F 0.3	$0.4$ $= 0.3 \times 0.4$ $= 0.12$	0.10 &	A 0.02 «	Animal 0.45	Unknown = 0.03 = 0.3x0.03	
M 0.15 A 0.03	d	=0.15x0.10 =0.015	a w	X	= 0.009 = $0.15 \times 0.03$ = $0.0045$	
Animal 0.42	1 121		= 0.03x0.02 = 0.0006	= 0.42 × 0.45 = 0.189	= 0.03 × 0.03 = = 0.0009 = = 0.42×0.03 =	
Unknown 0.10	= 0.10x 0.4	= 0.01	=0.002 =0.002	=0.10×0.45 =0.045	$= 0.0126$ $= 0.10 \times 0.03$ $= 0.003$	
e female F can be in unknown set so taken stated two values one of F and other so unknown set						
· For	Moto, taken value of M and Whitnown					
· For A, values are considere of A and Unknown.						
For • Un kn	own, u	nknows eing nknows	n ho F, M,		pility of s	

```
Conflict factor a
    = (0.3 \times 0.10) + (0.3 \times 0.02) + (0.3 \times 0.45)
    + (0.15 x 0.4) + (0.15 x 0.02) + (0.15 x 0.45)
     + (0.03 x 0.4) + (0.03 x 0.10) + (0.03 x 0.45)
     + (0.42 × 0.02)
   = 0.03 + 0.006 + 0.135 +
     0.06 + 0.003 + 0.0675 +
      0.0084
   = 0.3384
 1-d= 0.6616
D1 + D2 & Fy = 0.12 + 0.009 + 0.168
             + 0.04
            = 0.337
To Normalize we will divide by 1-d
          = 6.337
Normalized
  D1+D2 (F3 = 0.50 93
DI+ D2 &M3= 0.015+0.0045+0.042
               + 0.01
            =0.0715 [= 0.1080]
               0.6616
```

$$D_{1}+D_{2} &A & = 0.0006 + 0.0009 + 0.002$$

$$= 0.0035$$

$$0.6616$$

$$= 0.0052$$

$$D_{1}+D_{2} &Animal &= 0.168 + 0.042 + 0.189 + 0.0126 + 0.0045$$

$$= 0.4566$$

$$0.6616$$

$$= 0.6901$$

$$D_{1}+D_{2} &Unknown & & = 0.009 + 0.0045 + 0$$

## Q-6) Compressed Sensing:

- a) Create a sparse vector of 512 random sensory values. Plot this vector
- b) Create a random measurement matrix to compress the sensory vector in a) to a compressed version consisting of 128 values. Plot this vector.
- c) Use the MATLAB function l1eq\_pd function to recover the 512 sensory data. Plot the recovered signal and compare to the original one in (a) by computing the correlation factor between the two signals).

## Ans) The Code and output is attached below:

```
Q_6Final.m × +
  1
          clc;
  2
          clear;
  3
          L = 512;
          m = 128;
  4
  5
          N_z = 128;
  6
          x = zeros(L,1);
  7
          % ------| a) ------
  8
  9
 10
          A = randperm(L);
 11
          A=A(1:N_z);
 12
          x(A) = sign(randn(1, N_z));
 13
          figure;
 14
          subplot(3,1,1);
          plot(x);
 15
 16
          axis([0 L -2 2]);
          title('Data');
 17
 18
          % ------ b) ------
 19
 20
 21
          A = randn(N_z, L);
          b = A * x + 0.005 * randn(m,1);
 22
 23
          subplot(3,1,2);
          plot(1:m, b, 'g');
 24
 25
          title('Compressed data');
 26
          % ------ c) ------
 27
 28
          Uncompressed_data = l1eq_pd(x, A,[], b);
 29
          subplot(3,1,3);
 30
          plot(1:L, Uncompressed_data, 'r');
          axis([0 512 -2 2]);
 31
          title('Recovered Data');
 32
 33
 35
           function 11 = 11eq_pd(x0, A, A1, b)
 36
           t_{cg} = 0.000000001;
 37
           m_cg = 200;
 38
           t_pd = 0.001;
 39
           m_pd = 50;
 40
           if (nargin < 5), t_pd = t_pd;</pre>
 41
           if (nargin < 6), m_pd = m_pd;</pre>
                                         end
 42
           if (nargin < 7), t_cg = t_cg;</pre>
 43
           if (nargin < 8), m_cg = m_cg;
                                         end
 44
 45
           N = length(x0);
 46
           y_0 = zeros(N,1);
 47
           y_1 = ones(N,1);
 48
           beta = 0.5;
 49
          U = 10;
 50
           g = [y_0; y_1];
 51
```

```
52
          % Checking initial point
53
          if (isa(A, 'function_handle')) & (norm(A*x0-b)/norm(b) > t_cg)
54
              disp('hard to find initial point');
55
          elseif (isa(A, 'function_handle')) & (r_cg > 1/2)
56
              disp('no initial point');
57
              11 = x0;
58
              return;
59
          elseif (norm(A*x0-b)/norm(b) > t_cg)
              disp('Hard to find intial point');
60
              opts.POSDEF = true; opts.SYM = true;
61
62
               [w, con] = linsolve(A*A', b, opts);
              if (con < 1e-14)
63
                disp('cant find initial point');
64
65
                11 = x0;
66
                return;
67
              end
68
          end
 69
           x = x0;
 70
           u = (0.95)*abs(x0) + (0.10)*max(abs(x0));
 71
           %first iteration
 72
 73
           f1 = x - u;
 74
           f2 = -x - u;
 75
           1 1 = -1./f1;
 76
           1 \ 2 = -1./f2;
           if (isa(A, 'function_handle'))
 77
 78
             v = -A(l_1-l_2);
 79
             A1v = A1(v);
 80
             perim = A(x) - b;
 81
           else
             v = -A*(1_1-1_2);
 82
 83
             A1v = A'*v;
 84
             perim = A*x - b;
 85
           end
 86
 87
           gap = -(f1'*l_1 + f2'*l_2);
           t = U*2*N/gap;
 88
 89
           dual = g + [l_1-l_2; -l_1-l_2] + [A1v; y_0];
           percen = [-1_1.*f1; -1_2.*f2] - (1/t);
 90
 91
           r_norm = norm([dual; percen; perim]);
 92
           pr = 0;
 93
           Output = (gap < t_pd) \mid (pr >= m_pd);
 94
           while (~Output)
 95
 96
             pr = pr + 1;
 97
             s1 = -l_1./f1 - l_2./f2;
 98
             s2 = l_1./f1 - l_2./f2;
99
100
             sx = s1 - s2.^2./s1;
101
             e1 = -1/t*(-1./f1 + 1./f2) - A1v;
102
             e2 = -1 - 1/t*(1./f1 + 1./f2);
```

```
103
             e3 = -perim;
104
             if (isa(A,'function_handle')) & (r_cg > 1/2)
105
106
               e_0 = e_3 - A(e_1./s_x - e_2.*s_2./(s_x.*s_1));
107
               hpfun = @(z) -A(1./sx.*A1(z));
108
               [dv, r_cg, i_cg] = cgsolve(hpfun, e_0, t_cg, m_cg, 0);
109
110
               disp('Cant find solution.');
111
               11 = x;
               dx = (e1 - e2(s2)./s1 - A1(dv))./sx;
112
113
               Adx = A*dx;
114
               A1dv = A1*dv;
115
               return
116
             else
               e_0 = -(e_3 - A^*(e_1./s_x - e_2.*s_2./(s_x.*s_1)));
117
118
               hp = A*(sparse(diag(1./sx))*A');
               [dv,con] = linsolve(hp, e 0); % ----- Quan Wang
119
120
               if (con < 1e-14)
                 disp('Previous iteration.)');
121
                 11 = x;
122
123
                 return
124
               end
               dx = (e1 - e2.*s2./s1 - A'*dv)./sx;
125
126
               Adx = A*dx;
               A1dv = A'*dv;
127
128
             end
129
             du = (e2 - s2.*dx)./s1;
130
131
             d1 = (l_1./f1).*(-dx+du) - l_1 - (1/t)*1./f1;
132
             d2 = (1_2./f2).*(dx+du) - 1_2 - 1/t*1./f2;
133
134
135
             % m
             i1 = find(d1 < 0); i2 = find(d2 < 0);
136
```

 $s = min([1; -l_1(i1)./d1(i1); -l_2(i2)./d2(i2)]);$ 

i1 = find((dx-du) > 0); i2 = find((-dx-du) > 0);

s = (0.99)\*min([s; -f1(i1)./(dx(i1)-du(i1)); -f2(i2)./(-dx(i2)-du(i2))]);

137

138

139

```
141
              back1 = 0;
 142
              while (1)
 143
                11 = x + s*dx; up = u + s*du;
 144
                l_1p = l_1 + s*d1; l_2p = l_2 + s*d2;
                f1p = 11 - up; f2p = -11 - up;
145
146
                r3 = perim + s*Adx;
 147
 148
149
                s = beta*s;
150
                back1 = back1 + 1;
151
                if (back1 > 32)
152
                  disp('Stuck..')
153
                  11 = x;
154
                  return
 155
                end
 156
              end
 157
158
159
160
             %next iteration
161
             x = 11; u = up;
162
             A1v = A112;
             l_1 = l_1p; \quad l_2 = l_2p;
163
164
             f1 = f1p; f2 = f2p;
165
             gap = -(f1'*l_1 + f2'*l_2);
166
             t = U*2*N/gap;
167
168
             perim = r3;
169
             percen = [-l_1.*f1; -l_2.*f2] - (1/t);
170
             dual = g + [l_1-l_2; -l_1-l_2] + [A1v; y_0];
             r_norm = norm([dual; percen; perim]);
171
172
173
             Output = (gap < t_pd) | (pr >= m_pd);
174
           end
175
176
           end
```

# **OUTPUT:**

