

Parking Occupancy Radar

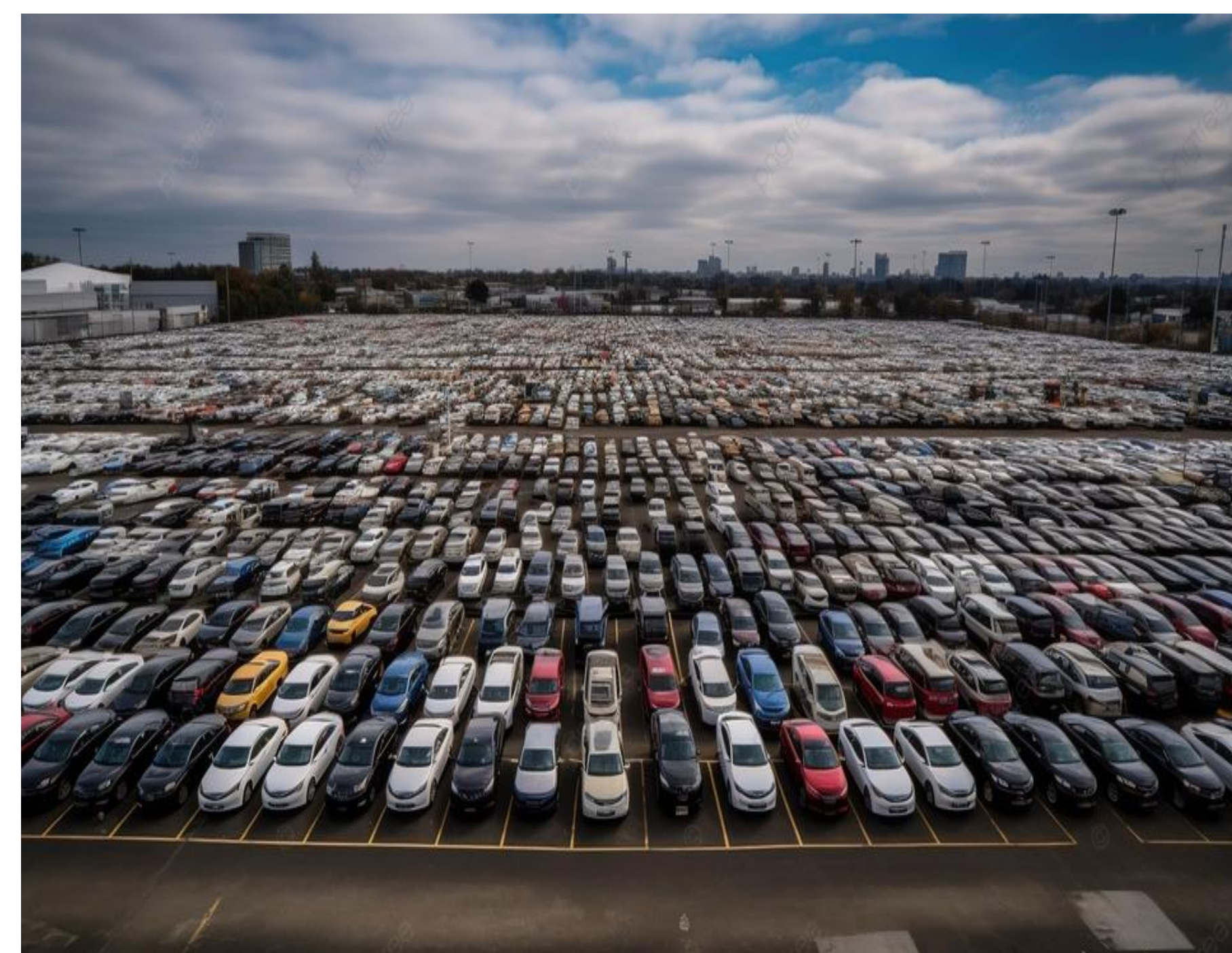
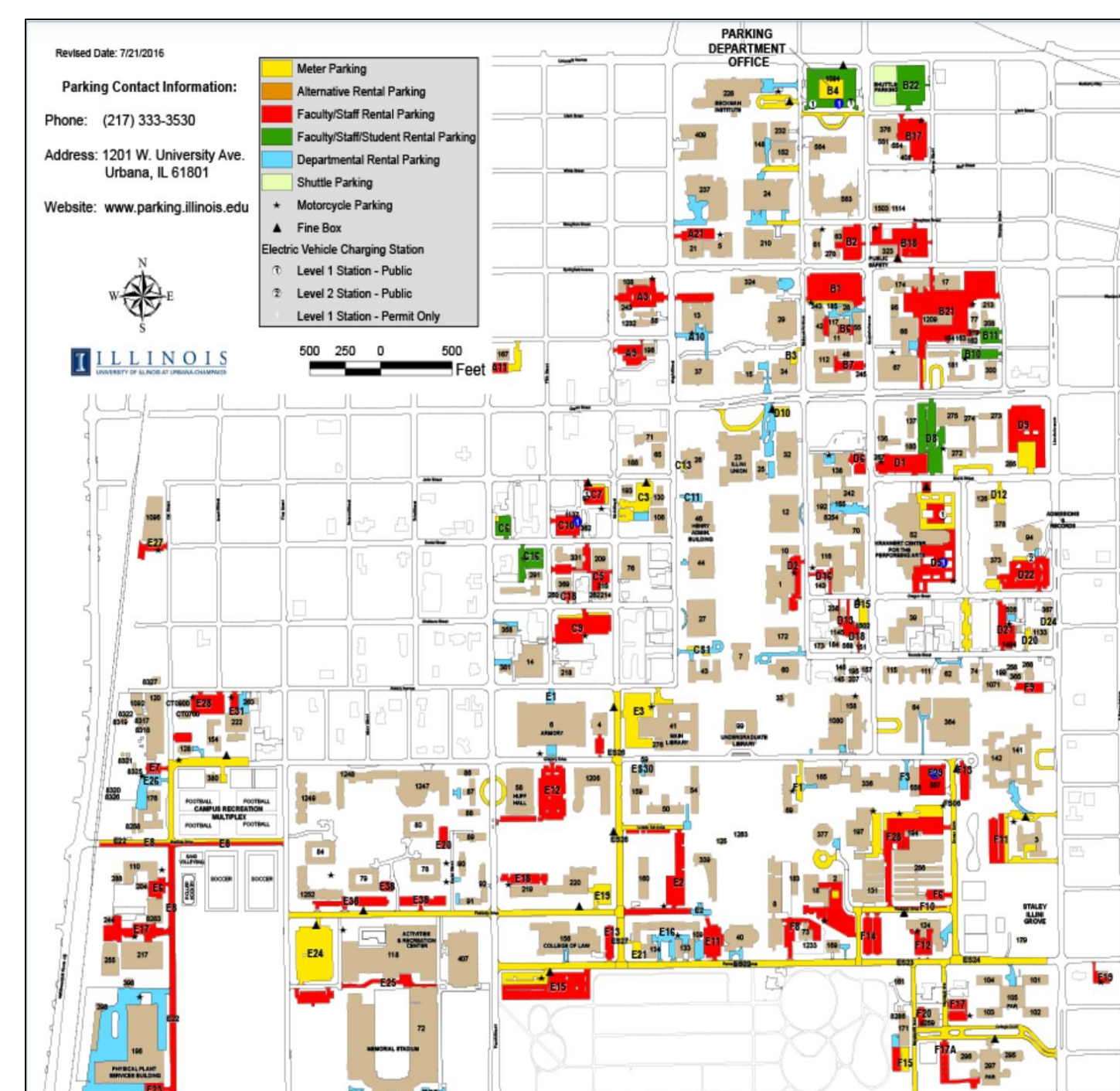
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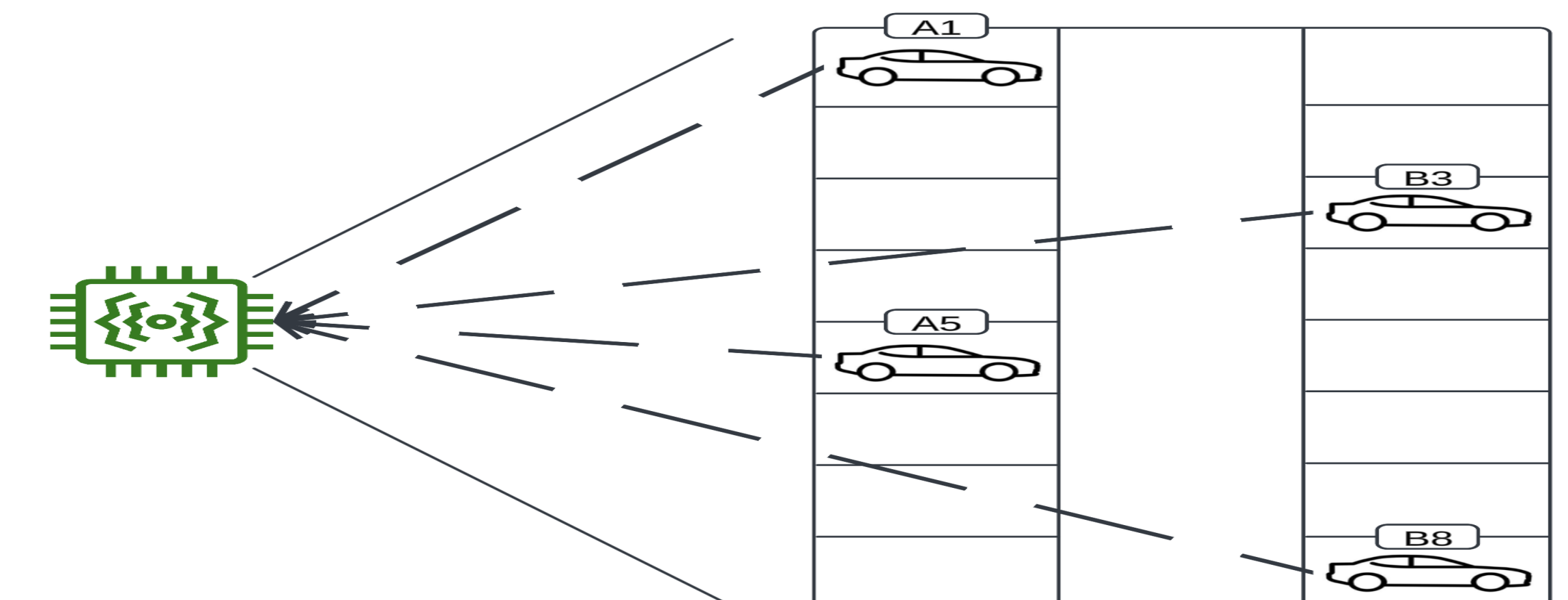
Motivation: Horrible Parking

Finding parking is horrendously bad at UIUC; UIUC only provides an illegible map that has no live updates.



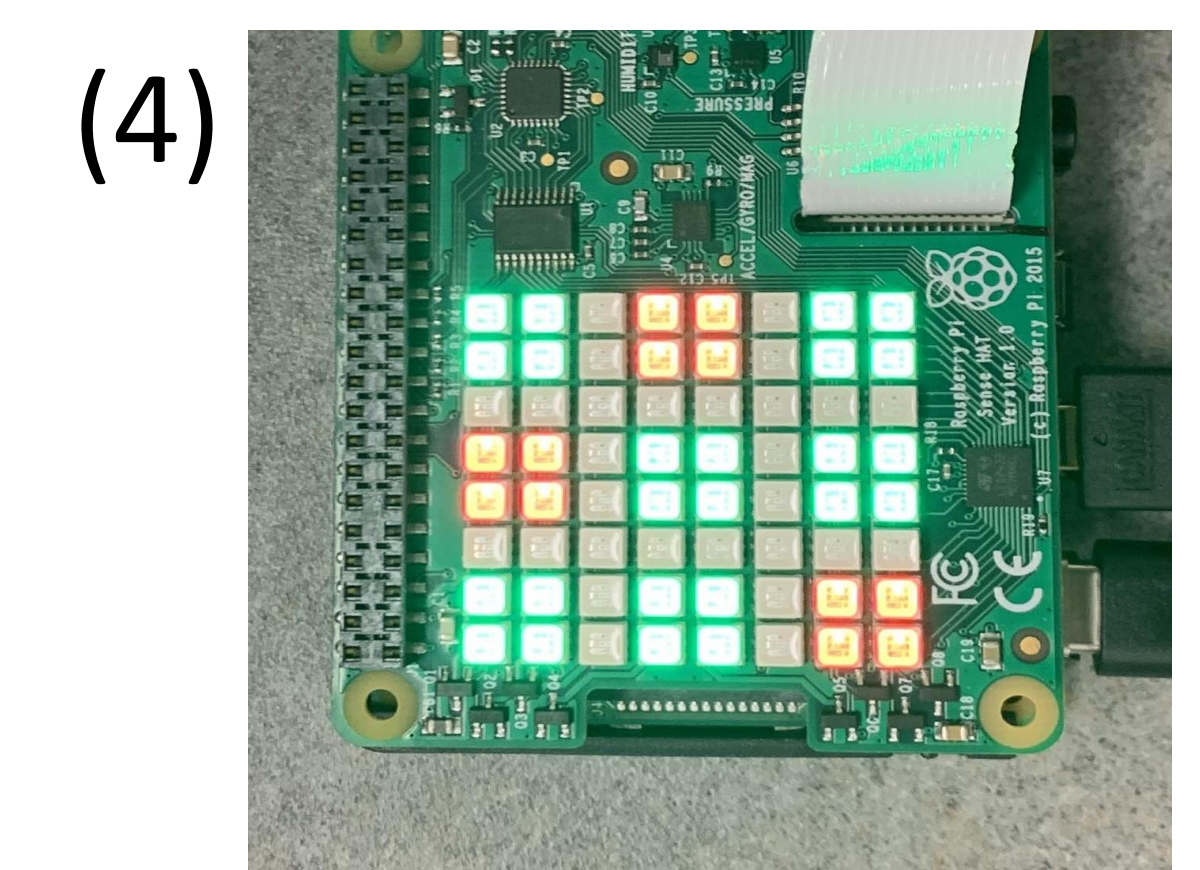
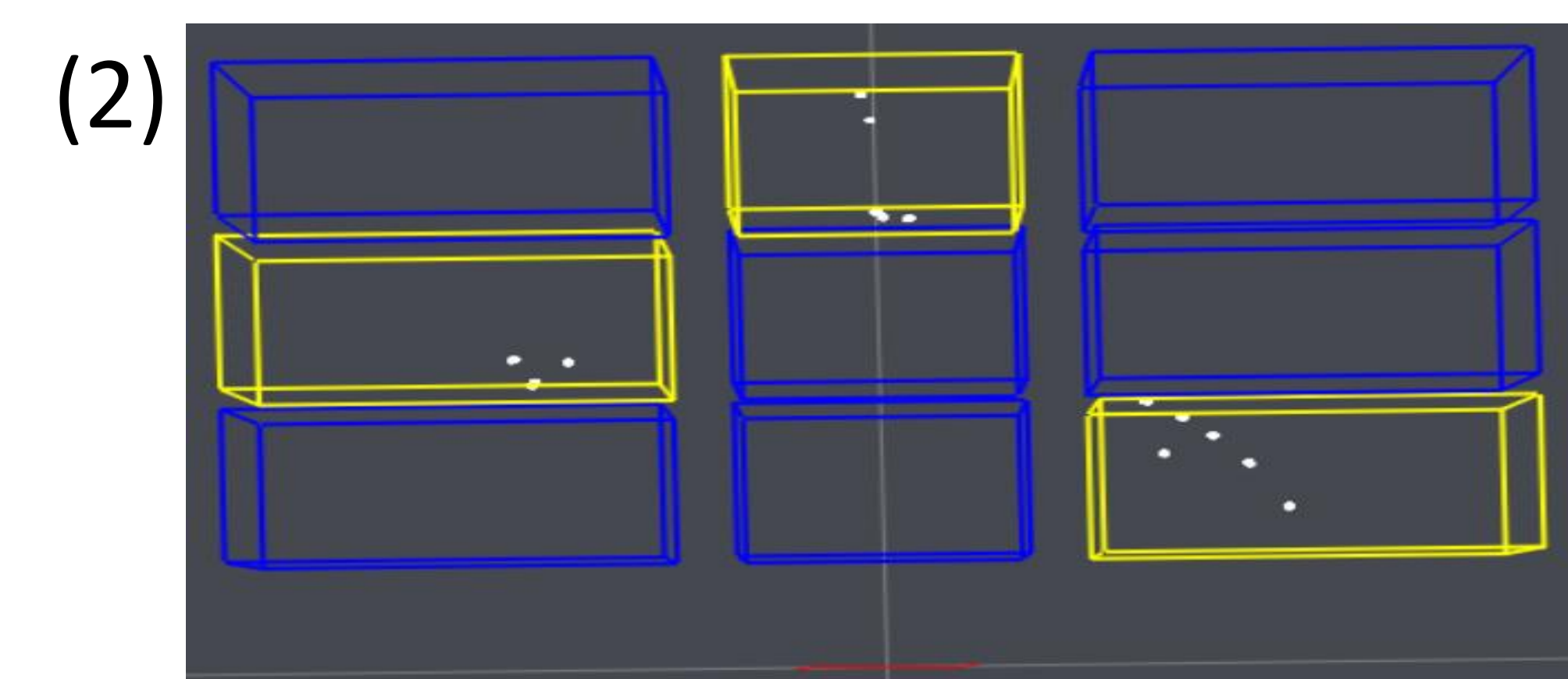
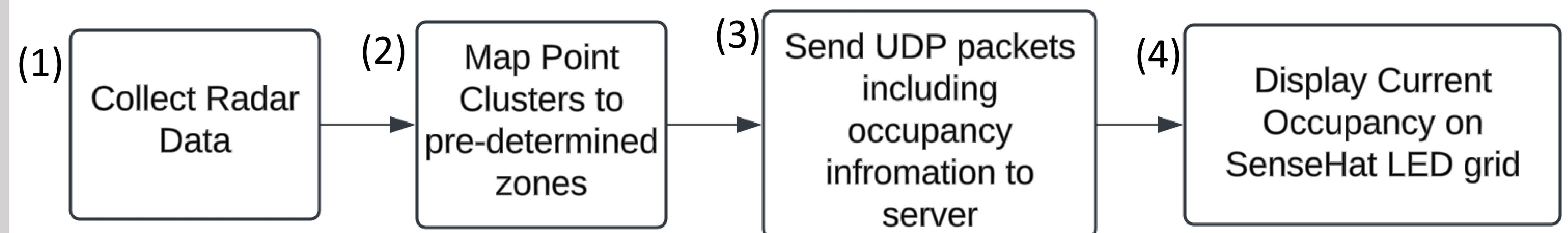
Proposed Solution: Radar Point cloud

Collect radar data in real-time to generate a point cloud that identifies stationary vehicles in virtual boundary boxes that represent parking spaces.



Approach: 3D Mapping Data -> Server Grid

Utilize the mmWave RADAR with the TI Industrial Visualizer for real-time segmentation. Then, transmit the occupancy grids to the server that will display available parking spaces.



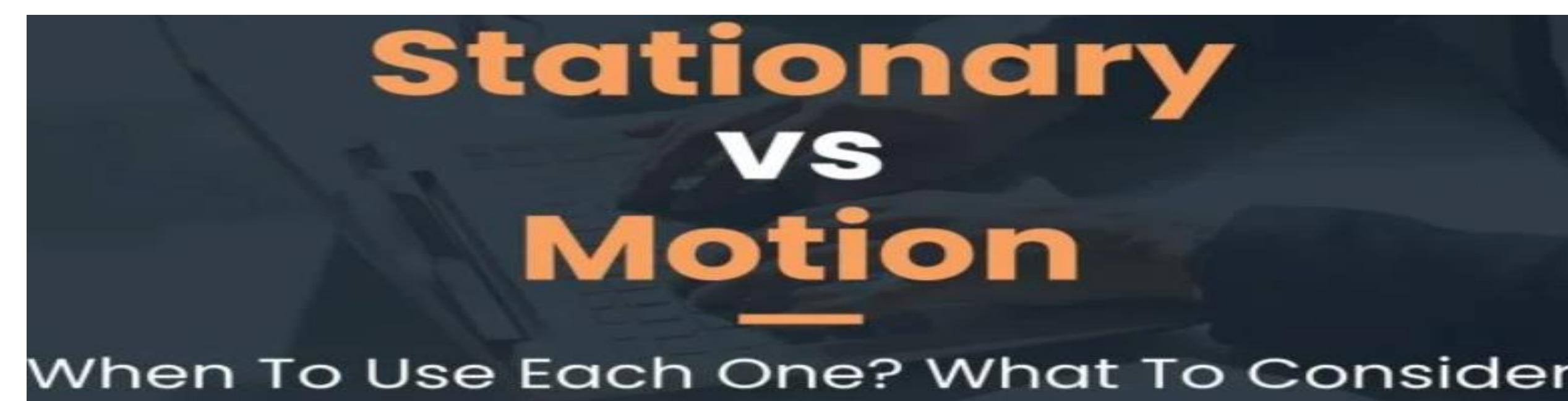
Challenges:

(1) Fine-Tuning Radar Configuration

```
channelCfg 7 3 0
chirpCommCfg 18 0 0 128 4 30 0
chirpTimingCfg 6 28 0 90 59.75
frameCfg 8 0 400 1 250 0
% guiMonitor 2 2 0 2 0 1 1 0 0 0 0
guiMonitor 2 2 0 0 0 1 1 0 0 0 0
sigProcChainCfg 64 8 2 0 4 4 0 .5
cfarCfg 2 4 3 2 0 12.0 0 0.5 0 1 1 1
aoaFovCfg -60 60 -40 40
rangeSelCfg 0.1 .6
clutterRemoval 0
compRangeBiasAndRxChanPhase 0.0 1.00000 0.00000
adcDataSource 0 adc_data_0001_CtestAdcAnt.bin
adcLogging 0
lowPowerCfg 1
factoryCalibCfg 1 0 40 0 0x1ff000
```

Parameter	Value
Operating Frequency	77 GHz
Azimuth Resolution	15 deg.
Range Resolution	0.977 m
Maximum Unambiguous Range	50 m
Maximum Radial Velocity	23.03 m/s
Radial Velocity Resolution	2.89 m/s
Frame duration	33.333 ms
Range Detection Threshold	15 dB
Doppler Detection Threshold	15 dB
SDK Version	3.2

(2) Balancing Stationary vs Moving Object Detection



- (1) Tuning the radar for parameters such as scaling, clustering thresholds, noise reduction, and power was very time consuming
- (2) Extracting too much information from the radar led to I/O overflow, so running both presence detection and tracking stationary objects was limited

Main Results

Successfully mapped 3d point-clouds and transmitted packets to a server that displays a grid showing available parking spots.

