

SLEEP DOC

Real-Time Vital Signs Detection using BM502 mmWave Sensor

AoA Estimation and GUI + Touch based KIOSK

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Duration: May 2025 – July 2025**

Introduction

- mmWave radar for contactless health monitoring
- Objective: Detect breathing and heart rate of people
- Visualize on GUI and send data to Arduino LCD / KIOSK

Hardware Setup



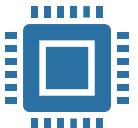
BM502 mmWave
Sensor



Raspberry Pi 3B+ for
signal processing
and GUI



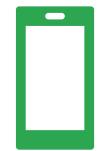
UART connection to
Arduino



LCD 3.5" TFT
display via Arduino



Raspberry pi Touch
Display

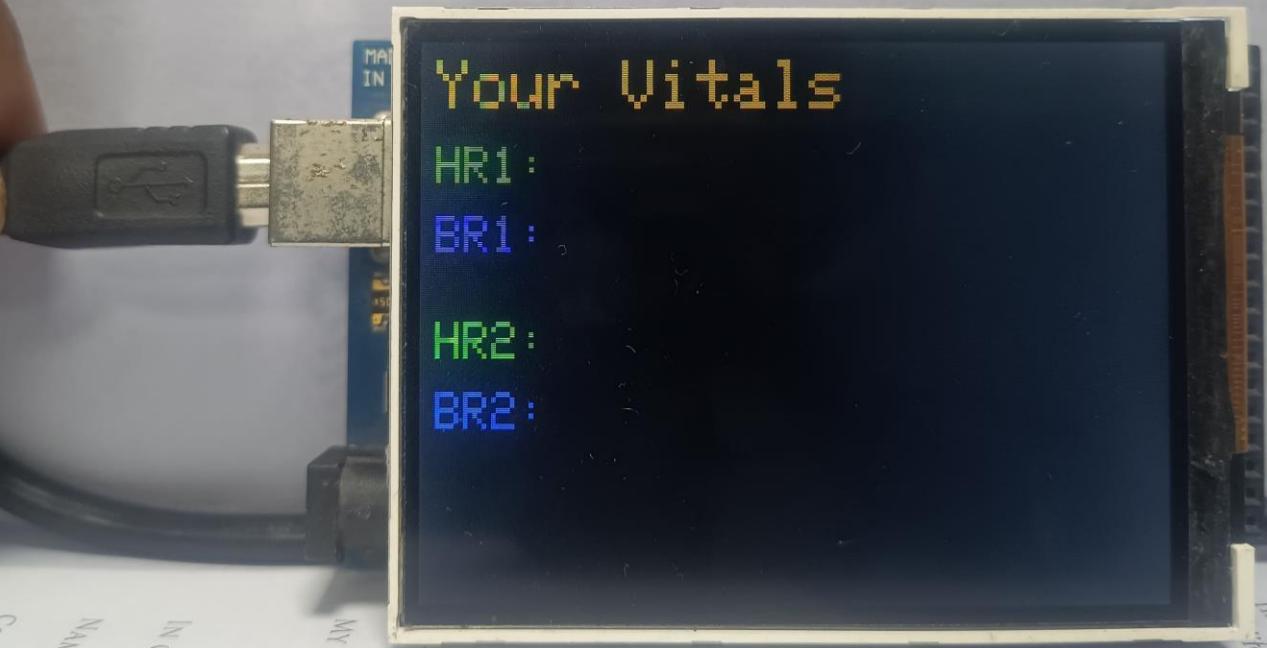


WS2812 LED ring



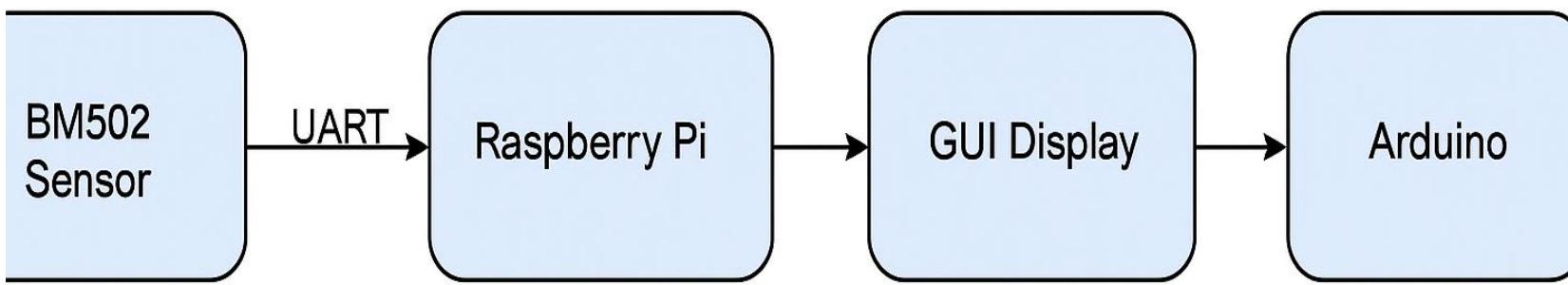
Speaker

Hardware Setup



BM502 and Arduino are connected
to Raspberry Pi through USB.

System Block Diagram



Objective



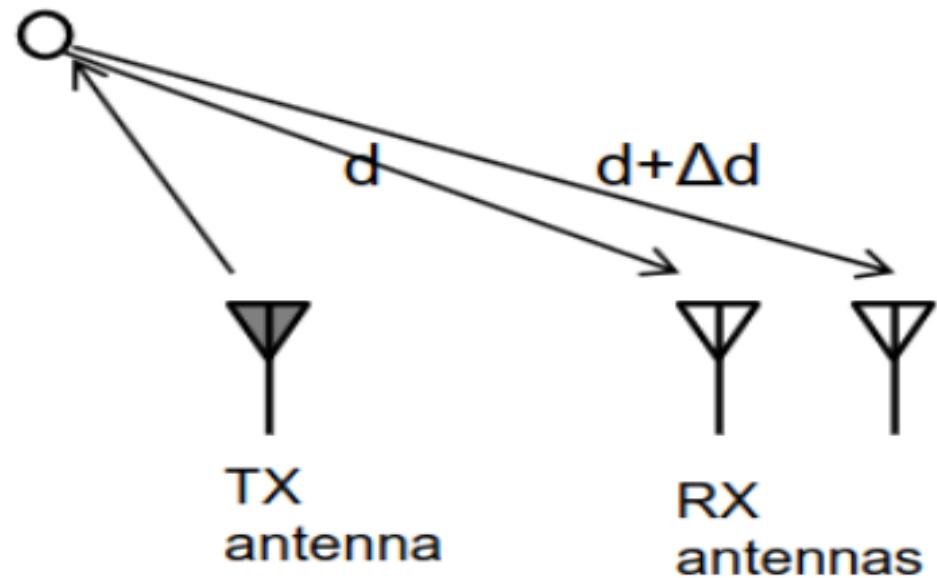
Locate the position of subjects using Angle of Arrival.



Extract vitals at the estimated angles.

Angle of Arrival

A Radar uses a Transmitting (Tx) antenna to transmit signal. It reflects off a distant object and the reflection is incident on Receiving (Rx) antennas.



Angle of Arrival (AoA)

Signal Delay in ULA (Uniform Linear Array)

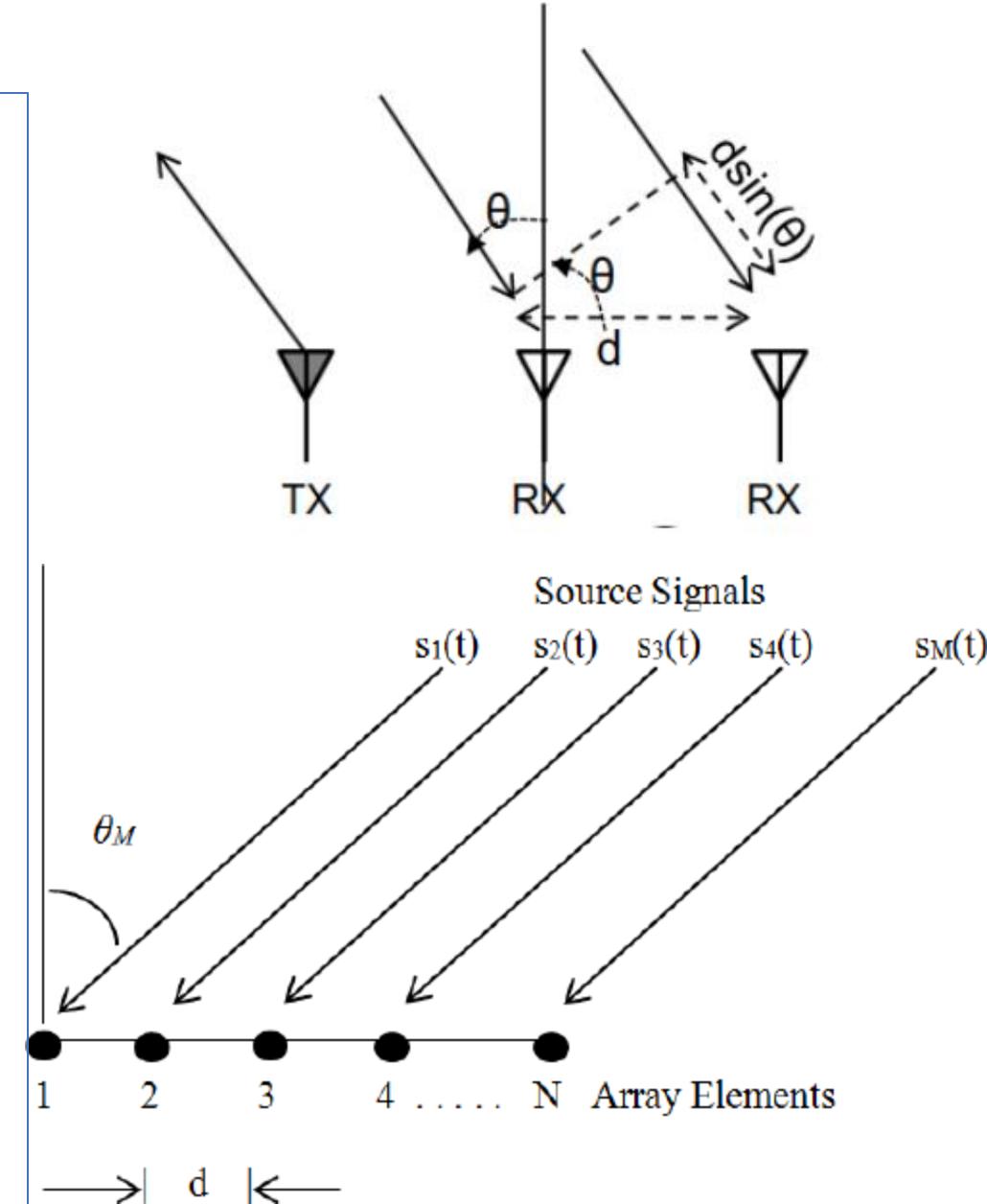
For an incoming wave with wavelength λ , angle of arrival θ , and velocity v , the delay between successive antenna elements (for the i th source) is:

$$\tau = d \sin\theta/v$$

- d : spacing between elements

If the received signal at element 1 is $x_1(t)$, then received signal at the element k is delayed by

$$\tau_k = (k-1)\tau = (k-1)(d \sin\theta)/c$$



Then the received signal with delay at element k is

$$x_k(t) = e^{-j\omega\tau_k} x_1(t) = e^{-j\frac{2\pi}{\lambda}d(k-1)\sin\theta} x_1(t)$$

Assuming that there are M sources and some noise arriving at each of the elements simultaneously, the total received signal at the kth element is given by

$$x_k(t) = \sum_{i=1}^M s_i(t) e^{-j\frac{2\pi}{\lambda}d \sin\theta_i} + n_i(t)$$

Where θ_i represents the direction of arrival of the ith source. Putting received signals from all N elements together

$$\begin{aligned} \mathbf{x}(t) &= [x_1 \ x_2 \ \dots \ x_N]^T = [1 \ e^{-j\psi} \ \dots \ e^{-j(N-1)\psi}]^T \ \mathbf{s}(t) \\ &= \mathbf{a}(\theta) \mathbf{s}(t) \end{aligned}$$

Steering Vector

- $a(\theta)$ is called the steering vector and $\psi=2\pi d \sin \theta / \lambda$ is called the spatial frequency of the signal associated with the i th source.
- The M signal sources received by the array arriving at angles $\theta_1, \theta_2, \dots, \theta_M$ can be modeled as

$$\mathbf{x}(t) = \mathbf{A} \mathbf{s}(t)$$

- where A is array steering matrix having Vandermonde structure given by

$$\mathbf{A} = [a(\theta_1), a(\theta_2), \dots, a(\theta_M)]$$

BM502 sensor

01

Number of
receiving
antennas = 4

02

Number of
sources = 1

03

Frame rate = 20

Data Processing Flow

- Raw I/Q Data → MUSIC Algorithm → AoA Estimation

- AoA selection → Signal projection → FFT analysis

- Bandpass filtering → Extract Heart/Breath Rates

Raw Data Extraction

- Step 1: Receiving Raw Binary Data from UART

- Step 2: Convert Raw Bytes to Integers

```
iq_raw = np.frombuffer(raw_data_bytes, dtype=np.int16)
```

`raw_data_bytes`: binary byte stream from UART

`np.int16`: because each I and Q sample is 2 bytes (16-bit signed integer)

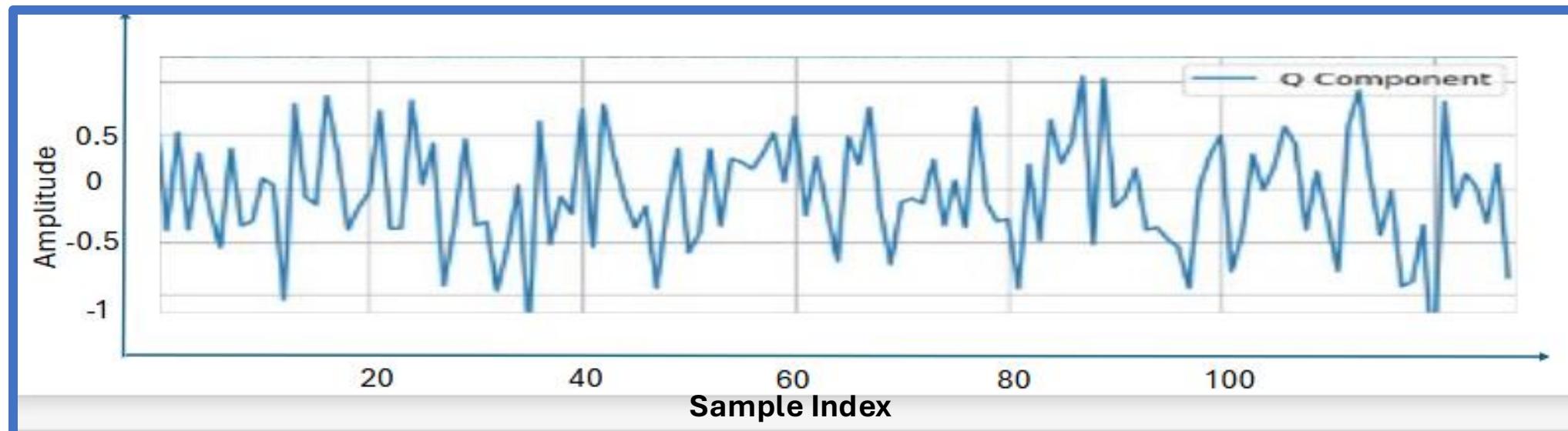
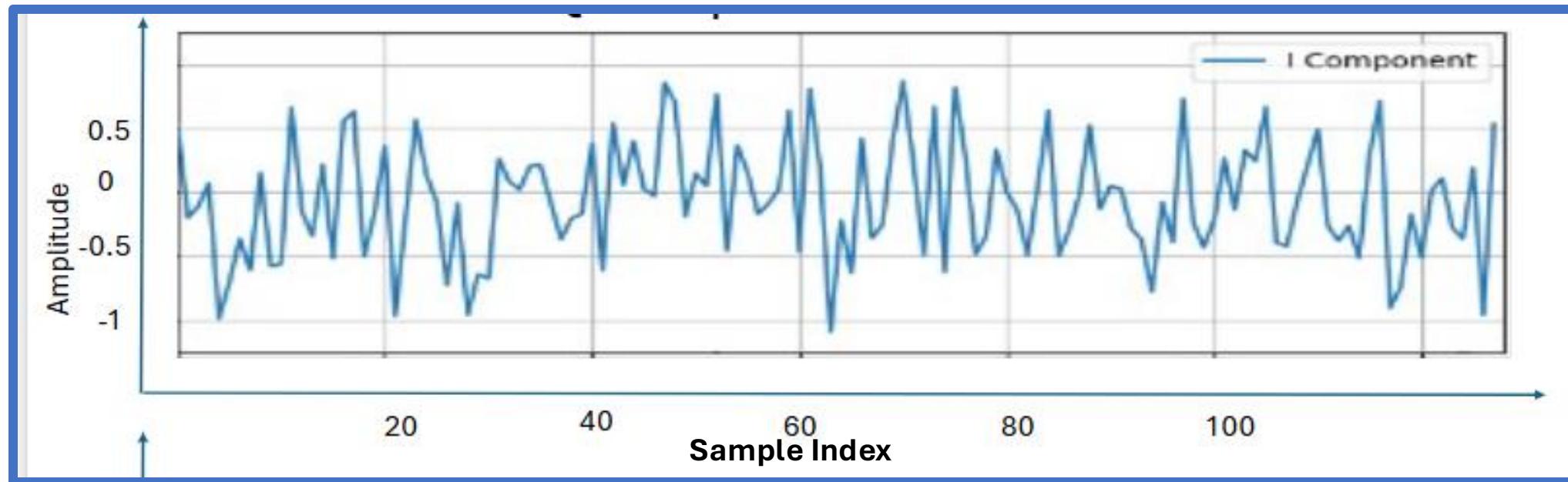
Step 3: Reshape into Antenna × Sample × 2 Format

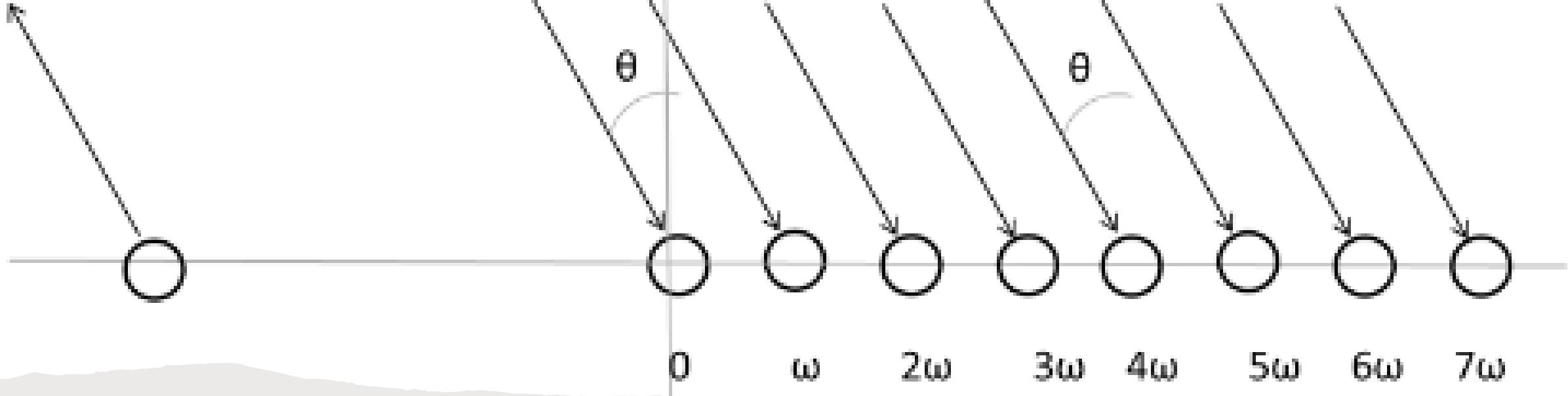
- **iq_raw = iq_raw.reshape((num_antennas, samples_per_frame, 2))**
 - num_antennas = 4
 - samples_per_frame = 128
 - Each antenna has 128 (I, Q) pairs → 256 int16s.
4 antennas → 1024 values total → flat array of length 1024.

Step 4: Combine I and Q into Complex Numbers

- **iq_data = iq_raw[..., 0] + 1j * iq_raw[..., 1]**
 - After I/Q demodulation:
 - $x(t) = I(t) + jQ(t) = Ae^{j\phi}$

I/Q Samples Plot





AoA estimation algorithms.

- A. Beamforming
 - 1) Bartlett's Conventional Beamforming
 - 2) Capon's Beamforming
- B. Subspace Based Techniques
 - 1) Multiple Signal Classification (MUSIC)

MUSIC Algorithm

MUSIC is a high-resolution algorithm for **estimating the direction of arrival (DoA/AoA)** of multiple signal sources using an antenna array.

- Assumptions

Narrowband signals: The signal's bandwidth is much smaller than the carrier frequency.

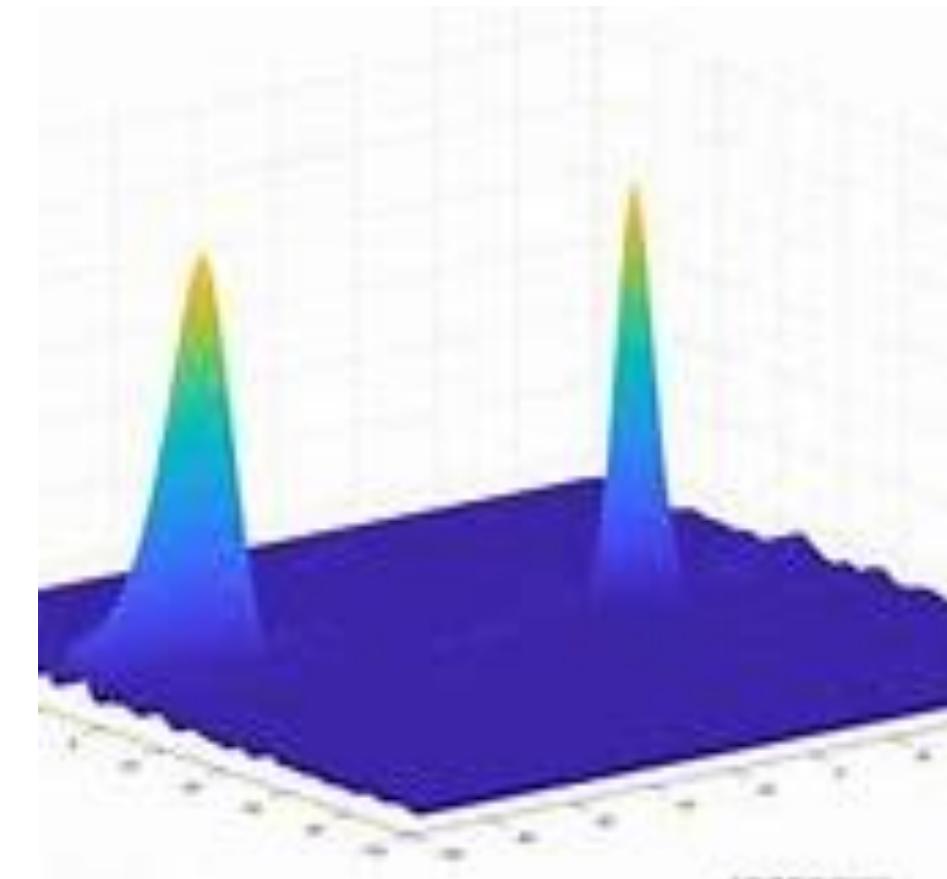
Far-field sources: Waves from sources arrive as planar wavefronts at the antenna array.

Uncorrelated sources: Sources are statistically independent and uncorrelated.

Additive white Gaussian noise (AWGN): The noise is independent of the signal and identically distributed across antennas.

Number of sources is known: 1 Sources.

More antennas than sources: 4 Antennas > 1 Source



Why MUSIC?



This technique gives better resolution in comparison to Beamforming because it exploits the Eigen decomposition property of the data covariance matrix



It decomposes the space into signal and noise subspaces to estimate the direction of arrival of signals.



It further exploits the orthogonality of signal subspace with noise subspace.



Subspace-based algorithms (like MUSIC, Root-MUSIC) offer superior resolution and accuracy compared to Classical Beamforming, especially in distinguishing closely spaced sources.



These advanced DOA estimation techniques are more sensitive to low SNR, requiring higher signal-to-noise conditions to maintain performance.



MUSIC has been experimentally tested to be most reliable compared to other algorithms.



Hence the already tested MUSIC algorithm will be used for the estimation of the subjects

- **Time Delay** between adjacent elements:

$$\tau = d \sin \theta_0 / c$$

- **Phase Difference** for a narrowband signal of frequency f:

$$\varphi = c \omega \tau$$

$$\varphi = 2\pi f \times \frac{d \sin \theta_0}{c}$$

$$\varphi = 2\pi f \times \frac{d \sin \theta_0}{f \lambda}$$

$$\varphi = 2\pi \frac{d \sin \theta_0}{\lambda}$$

- If the incoming signal is denoted as $s(t)$, the phase delayed version of the incoming signal at the adjacent element is given as

$$s(t)e^{j\omega(t-\tau)} = s(t)e^{j(\omega t - \varphi)}$$

- So, At the nth element:

$$s(t)e^{j\omega t} e^{-j(N-1)\varphi}$$

- Thus taking all the signals received by the ULA and expressing them in matrix form we have the total received signal as

$$x(t) = s(t) e^{j\omega t} \begin{bmatrix} 1 \\ e^{-j\varphi} \\ \vdots \\ \vdots \\ e^{-j(N-1)\varphi} \end{bmatrix}$$

- Each ULA element receives the signal with a phase shift due to propagation delay. Ignoring the carrier, the received signals form a phase-shifted vector.

$$x(t) = s(t) \begin{bmatrix} 1 \\ e^{-j\frac{2\pi d}{\lambda} \sin \theta_0} \\ \vdots \\ e^{-j(N-1)\frac{2\pi d}{\lambda} \sin \theta_0} \end{bmatrix}$$

$$x(t) = s(t)a(\theta_0)$$

- The **steering vector** represents the phase shifts across ULA elements and depends on the AoA (θ_0), spacing (d), wavelength (λ), and number of elements (N).

- The covariance matrix $R_{XX} = E[x(t)x^H(t)]$ is a Hermitian-Toeplitz matrix and after performing eigen-decomposition on this covariance matrix, we have

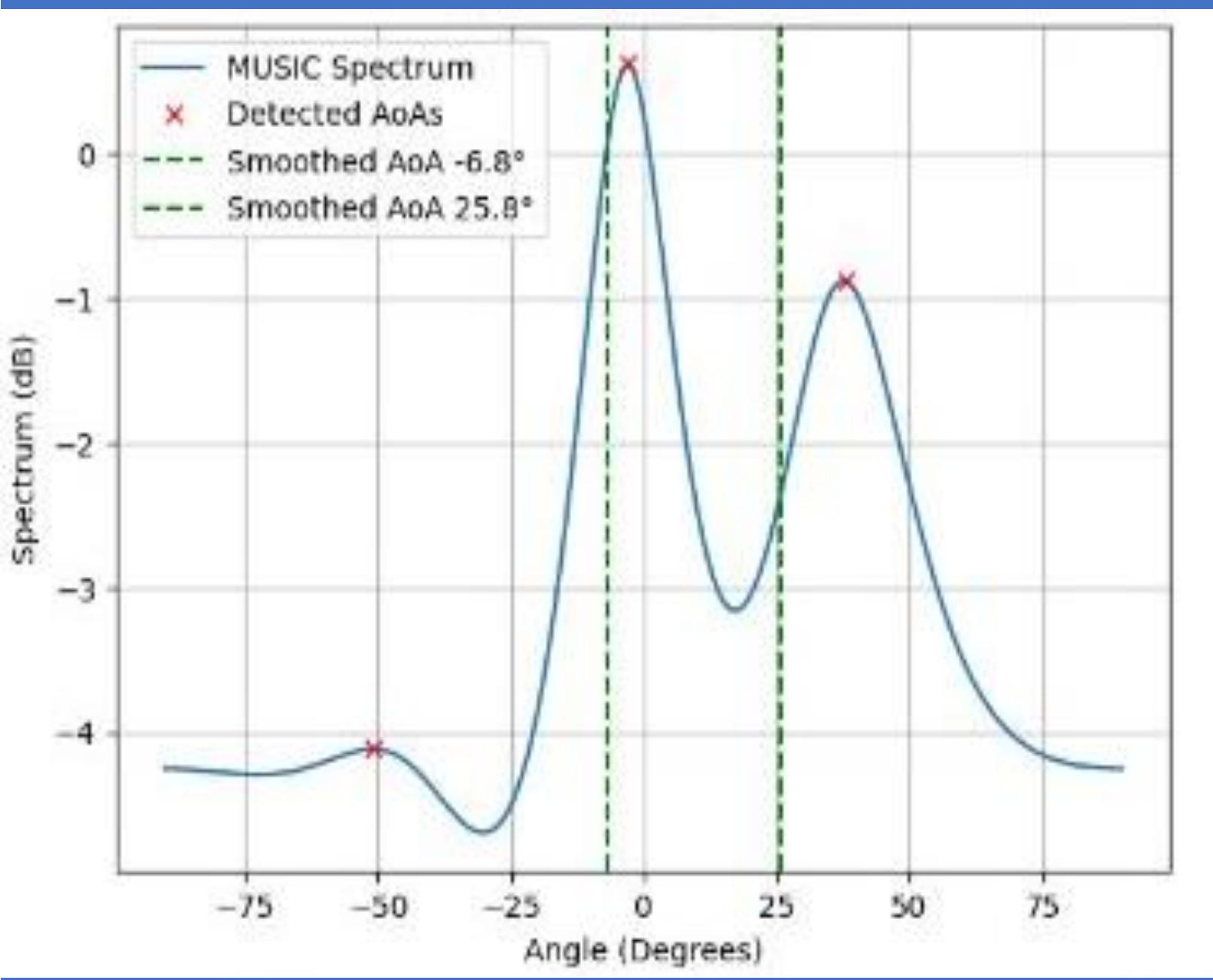
$$R_{xx} = A U A^H$$

- $U = \text{diag}([A_1, \lambda_2, \dots, \lambda_N])$ is a diagonal matrix and $\lambda_1, \lambda_2, \dots, \lambda_N$ are called the eigenvalues.
- The covariance matrix R_{xx} can be decomposed into two parts, the signal and noise subspace which are orthogonal to each other separately.

$$R_{XX} = A_S U_S A_S^H + A_n U_n A_n^H$$

- The spatial spectrum function for the DOA estimation for MUSIC algorithm is given by

$$P_{MUSIC}(\theta) = \frac{1}{a^H(\theta) A_n A_n^H a(\theta)}$$



Smooth AoA gives us the average AoAs over a time period to avoid the angle fluctuations every second and get the average position of the subject.

AoA Estimation → Beamforming Pipeline

1. Beamforming After AoA Detection

Once AoAs are estimated (e.g., via MUSIC), apply **beamforming** to isolate signals from each direction.

Beamforming formula:

$$x_{\theta}(t) = \sum_{n=0}^{N-1} x_n(t) \cdot e^{j \frac{2\pi d}{\lambda} n \sin(\theta)}$$

$x_n(t)$: Signal at antenna n

θ : Estimated Angle of Arrival

d : Antenna spacing

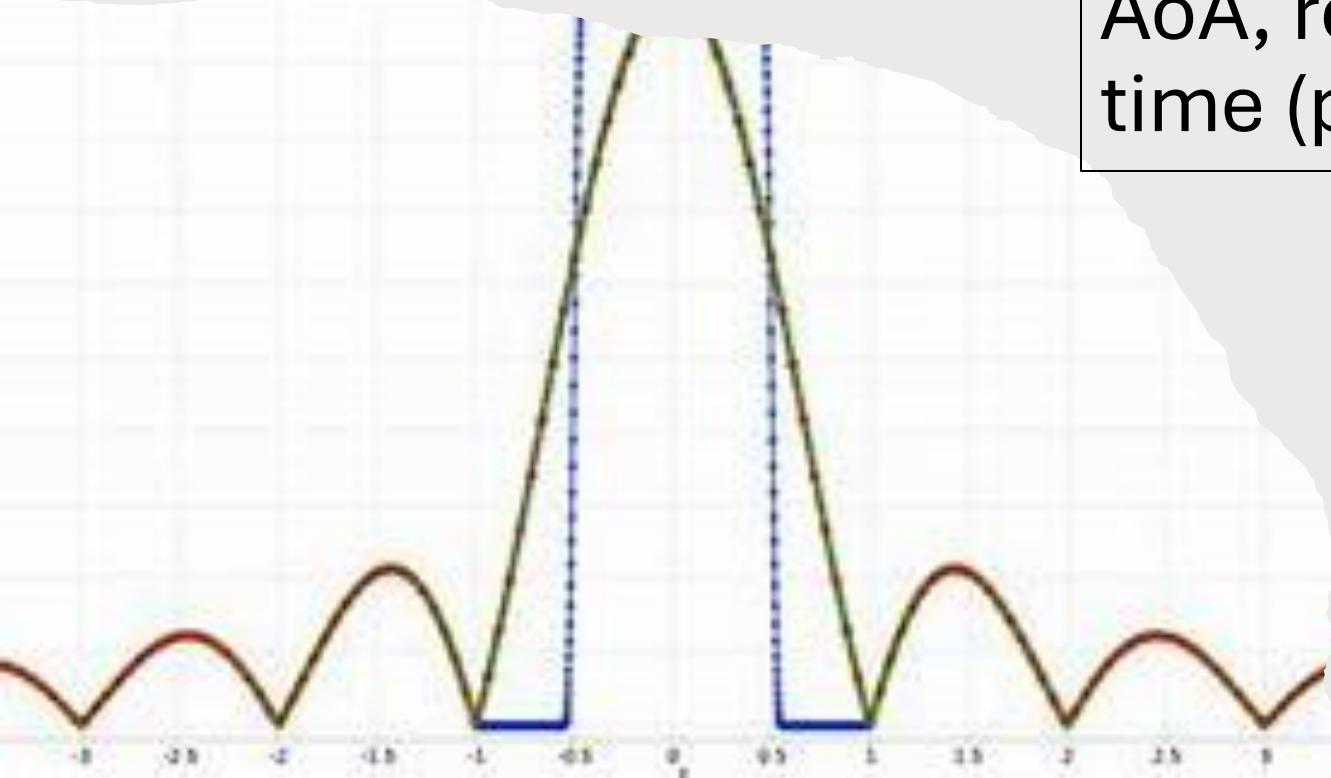
λ : Wavelength

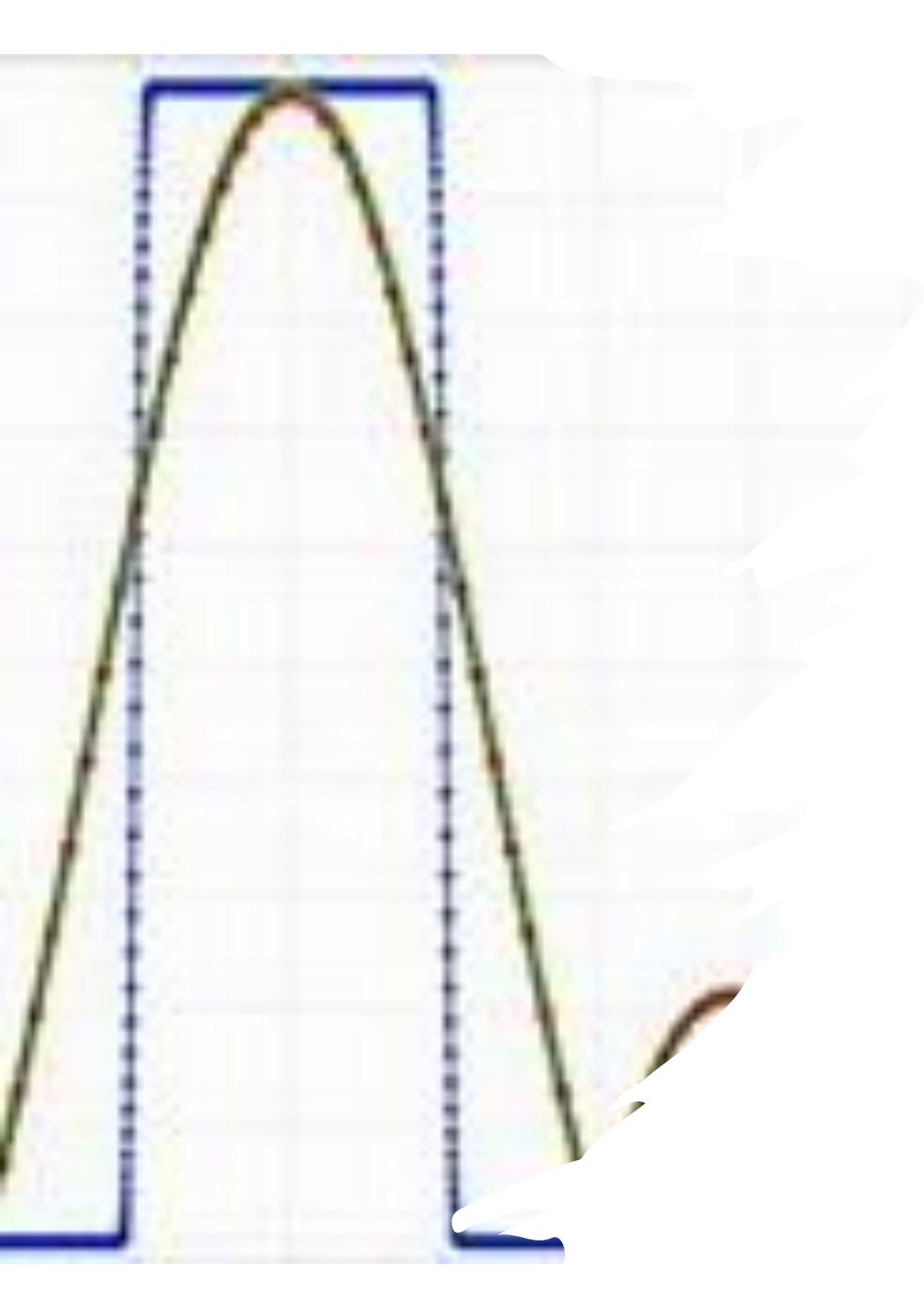
2. Time-Domain Signal Construction

Take **real part** of beamformed signal:

$$s\theta(t) = R\{x\theta(t)\}$$

This gives a 1D waveform for each AoA, reflecting chest motion over time (per person).





Vital Signs Extraction from Beamformed Signals

3. Vital Signs Extraction via FFT

Apply FFT on $s\theta(t)$ to get frequency domain signal:

$$S\theta(f) = \text{FFT}\{s\theta(t)\}$$

4. Frequency Band Interpretation

Breathing Rate: 0.1–0.5 Hz → 6–30 bpm

Heart Rate: 0.8–2.0 Hz → 48–120 bpm

5. Calculate Rates

Find peak frequency in each band:

Breathing Rate (bpm)= freq(breath)×60

Heart Rate (bpm)= freq(heart)×60

Final output: One heart rate and one breathing rate per AoA (person/source).

Software Algorithm



- Mode 1: Detect : Estimate AoAs.

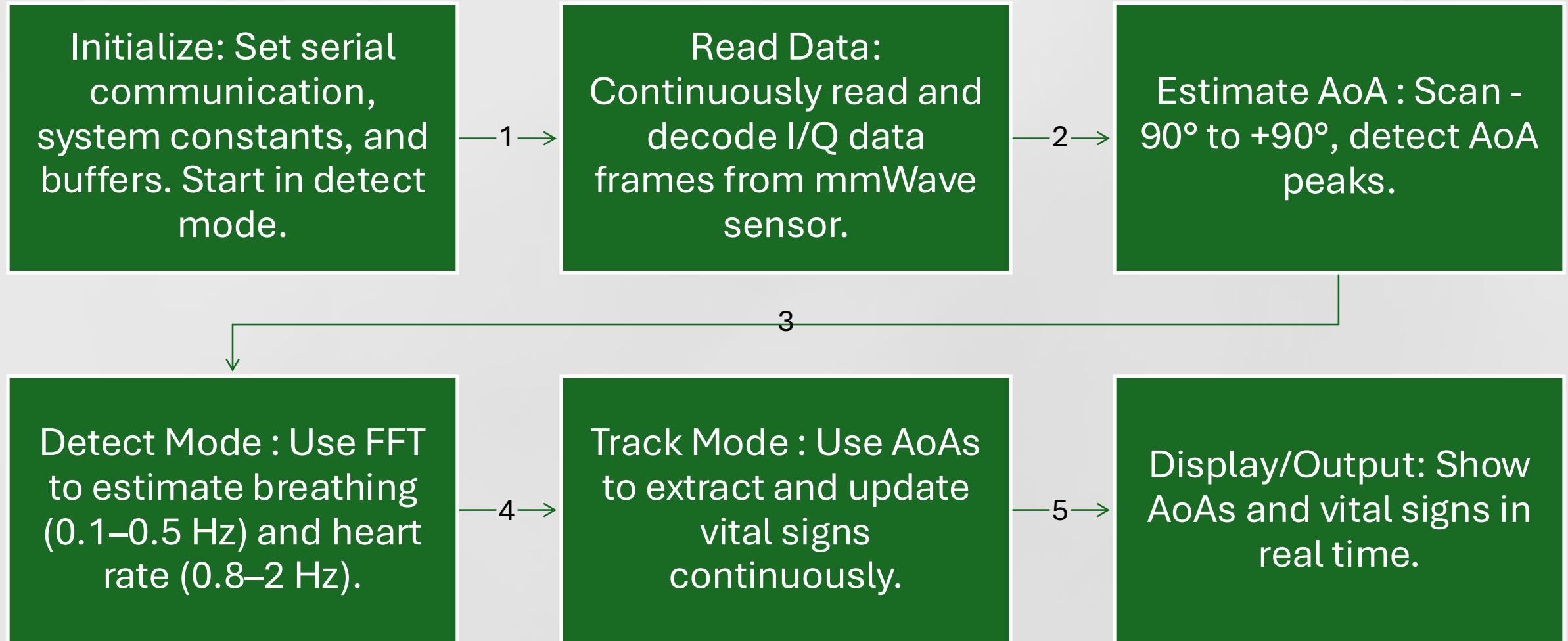


- Mode 2: Track : Track the AoAs and update vitals at those angles.



- Cycle repeats

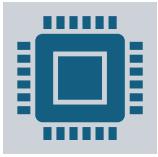
Algorithm: Real-Time AoA Estimation and Vital Signs Detection



GUI and Serial Communication



- GUI displays real-time vitals



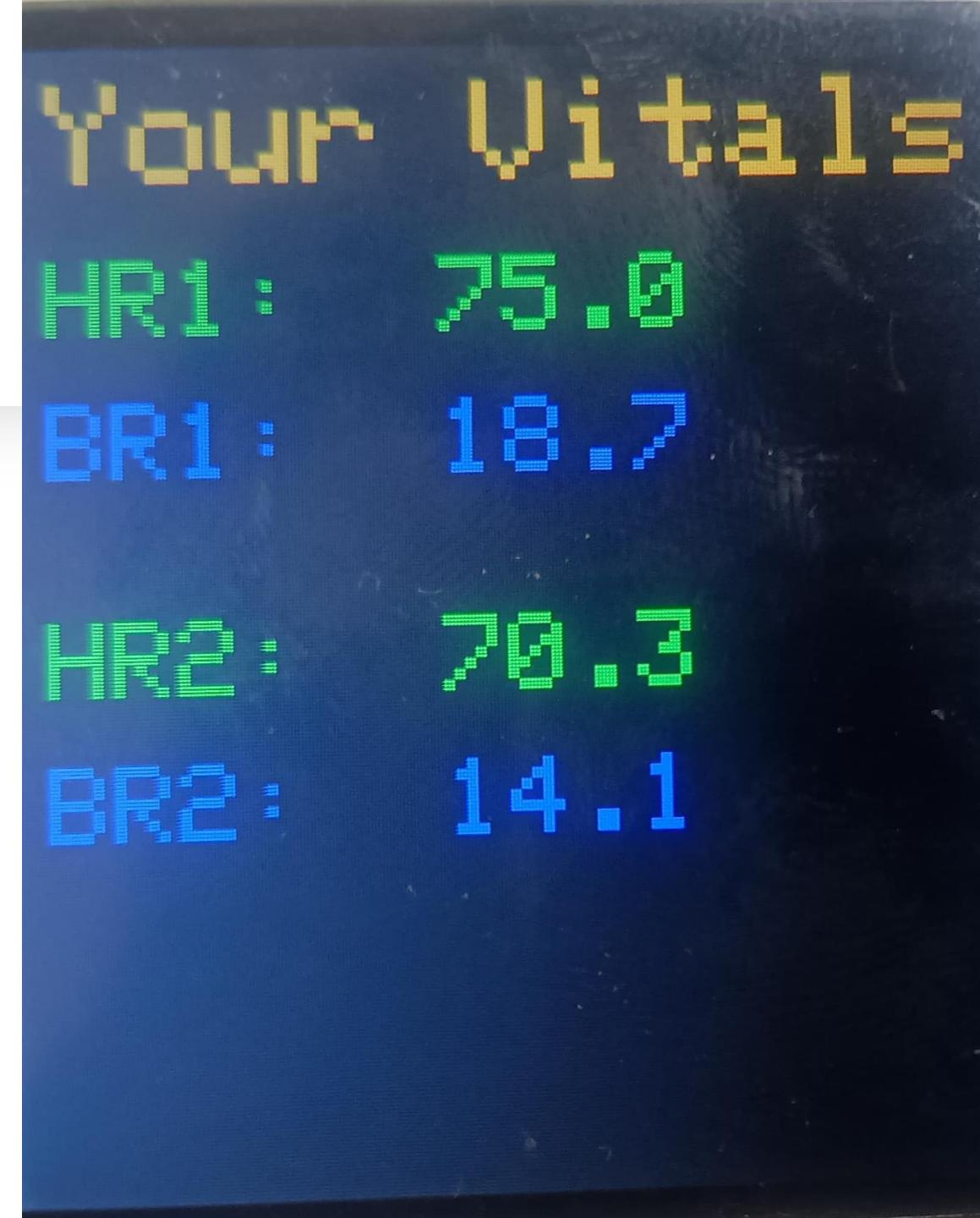
- Serial (UART) data sent to Arduino every 1s



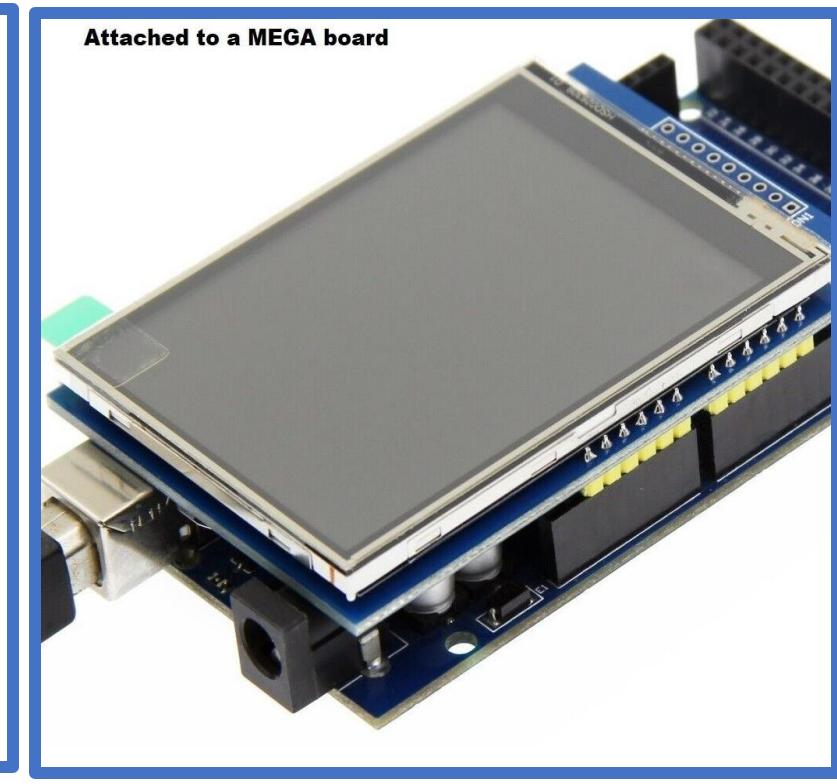
- PyQt/Matplotlib based visualization

Arduino + LCD Integration

- UART receives heart and breath rate from Raspberry Pi
- Parses and displays on 3.5" TFT LCD Shield.
- Example: Breath: 18 bpm
Heart : 74 bpm



Arduino + LCD Integration



Phase 2

Addition of Gesture based sensing.

Ambient Light integration.

Sleep inducing sound integration.

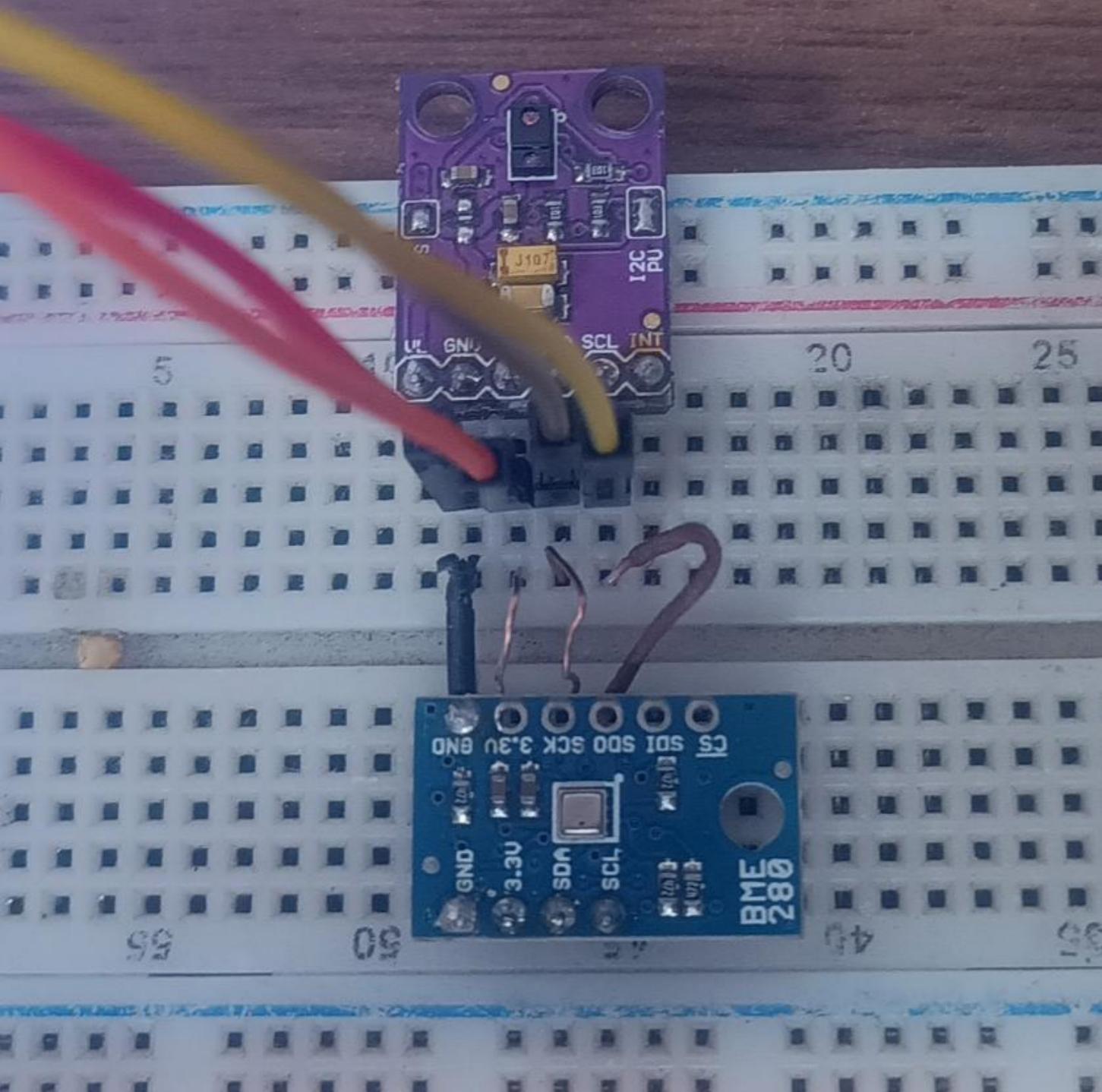
Environmental parameters(Temp.,Humidity, Pressure).

Building Pi LCD based Touch GUI.

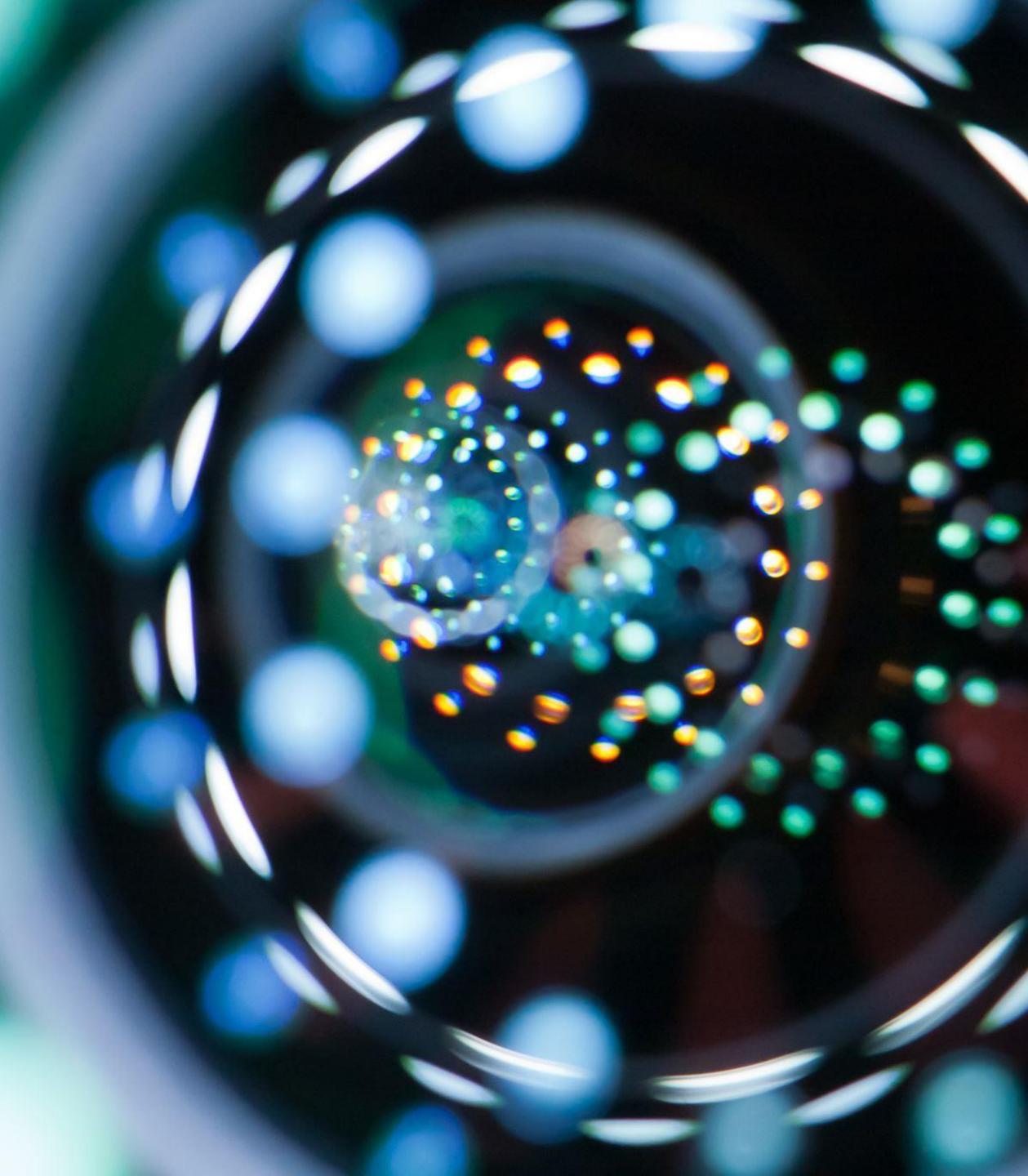


Gesture and Temperature sensor.

- Integrated Gesture sensor for gesture based operation of the Vitals detection.
 - LEFT SWIPE GESTURE – START/CONTINUE
 - RIGHT SWIPE GESTURE – PAUSE/STOP
- Temperature sensor to measure **Temperature, Humidity and pressure** of surrounding.

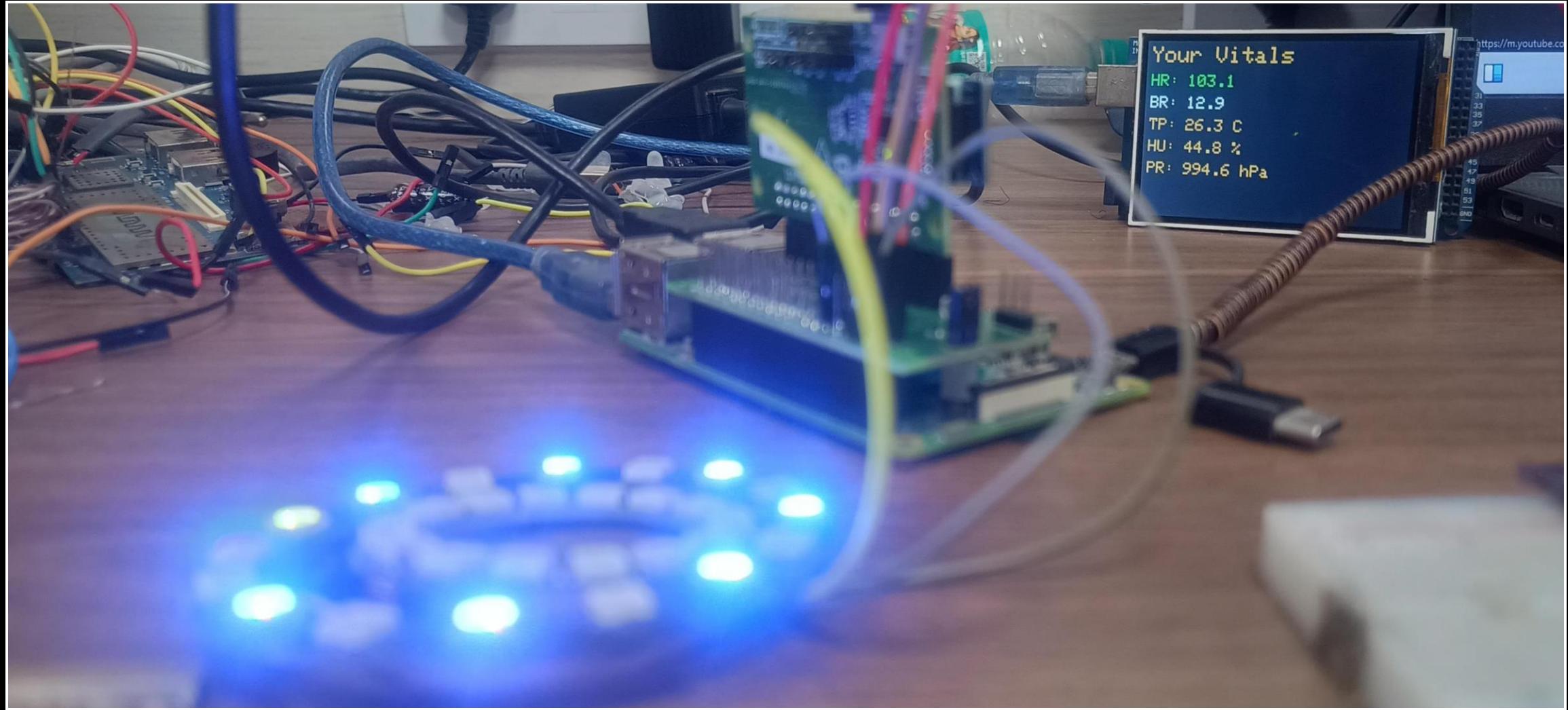


Gesture (APDS9960)
and
Temperature(BM280)
sensor



Mood lighting integration.

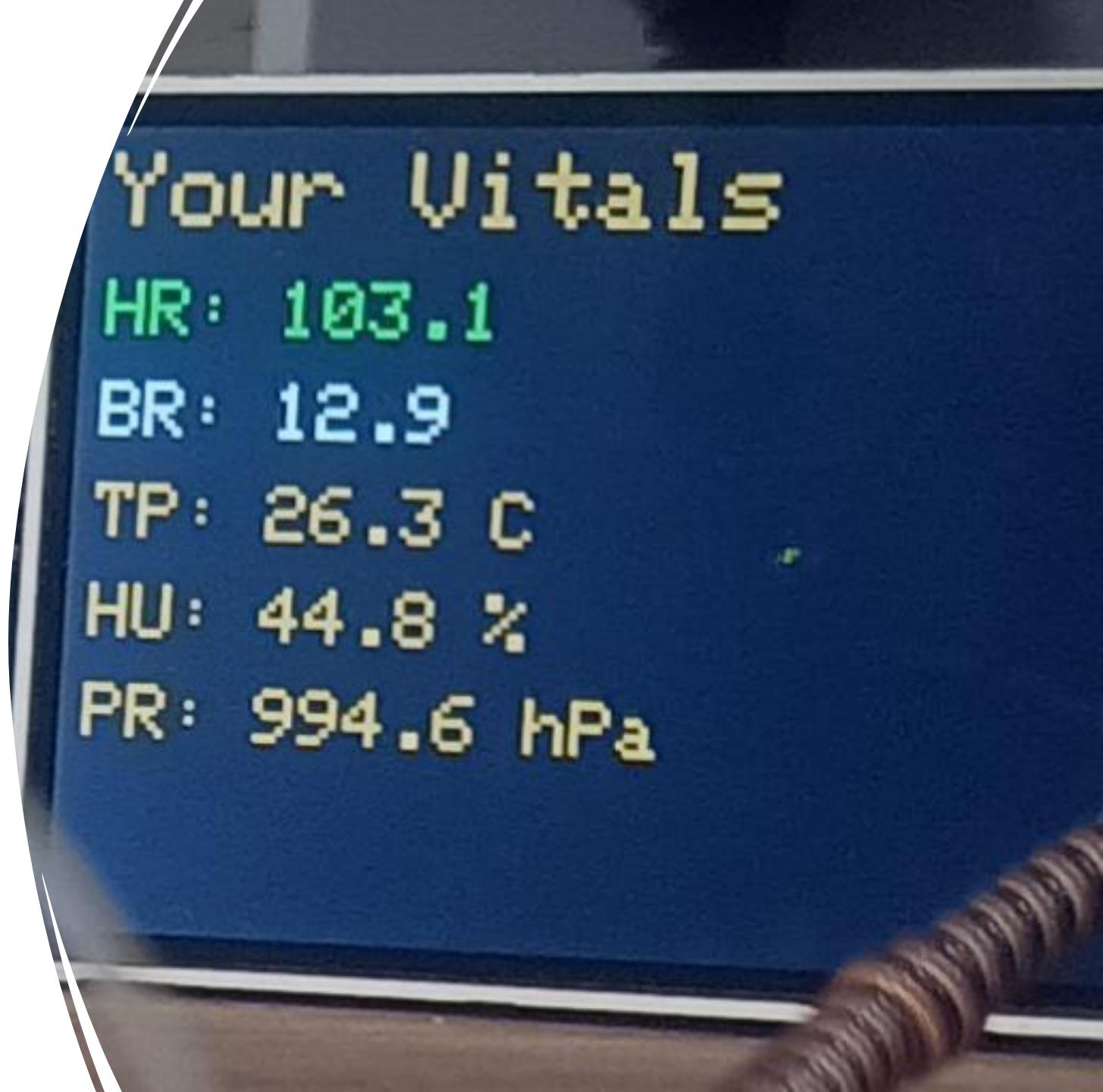
- Integration of WS2812B-16 Ring LED for the mood light while detecting vitals.
 - Detection stopped or paused – Loading pattern
 - Detection started or continue – Mood light pattern.



Ring LED

Updated LCD

- Additions:
 - Temperature
 - Humidity
 - Pressure

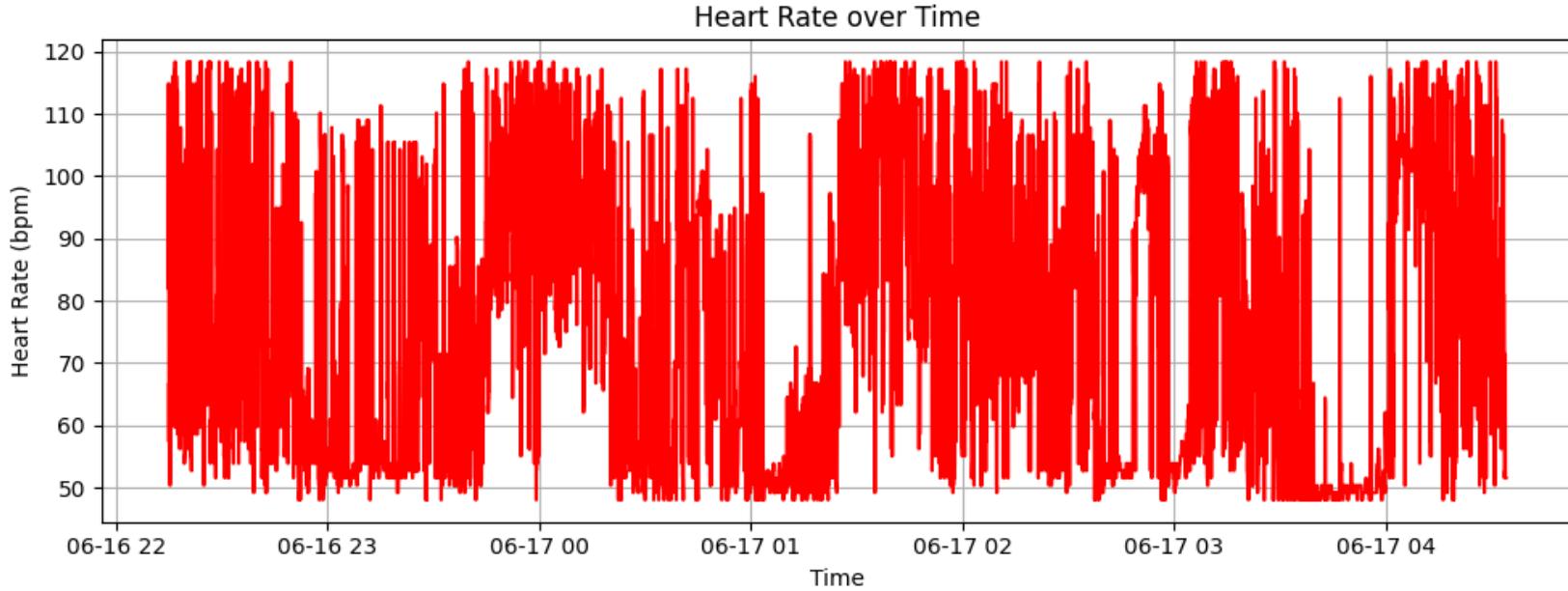


```
2025-06-15 02:26:19, HR: 82.03, BR: 19.92, Temp: 32.60
2025-06-15 02:26:21, HR: 49.22, BR: 14.06, Temp: 32.60
2025-06-15 02:26:23, HR: 62.11, BR: 14.06, Temp: 32.60
2025-06-15 02:26:25, HR: 65.62, BR: 29.30, Temp: 32.62
2025-06-15 02:26:27, HR: 87.89, BR: 29.30, Temp: 32.62
2025-06-15 02:26:29, HR: 83.20, BR: 29.30, Temp: 32.62
2025-06-15 02:26:31, HR: 62.11, BR: 7.03, Temp: 32.62
2025-06-15 02:26:33, HR: 62.11, BR: 26.95, Temp: 32.62
2025-06-15 02:26:35, HR: 64.45, BR: 26.95, Temp: 32.62
2025-06-15 02:26:37, HR: 64.45, BR: 18.75, Temp: 32.62
2025-06-15 02:26:39, HR: 65.62, BR: 18.75, Temp: 32.63
2025-06-15 02:26:41, HR: 65.62, BR: 18.75, Temp: 32.63
2025-06-15 02:26:43, HR: 65.62, BR: 17.58, Temp: 32.63
2025-06-15 02:26:45, HR: 65.62, BR: 17.58, Temp: 32.63
2025-06-15 02:26:47, HR: 65.62, BR: 16.41, Temp: 32.63
2025-06-15 02:26:49, HR: 65.62, BR: 15.23, Temp: 32.62
2025-06-15 02:26:51, HR: 65.62, BR: 16.41, Temp: 32.62
2025-06-15 02:26:53, HR: 65.62, BR: 15.23, Temp: 32.63
2025-06-15 02:26:55, HR: 64.45, BR: 14.06, Temp: 32.63
2025-06-15 02:26:57, HR: 64.45, BR: 14.06, Temp: 32.63
2025-06-15 02:26:59, HR: 64.45, BR: 23.44, Temp: 32.62
```

Data collection

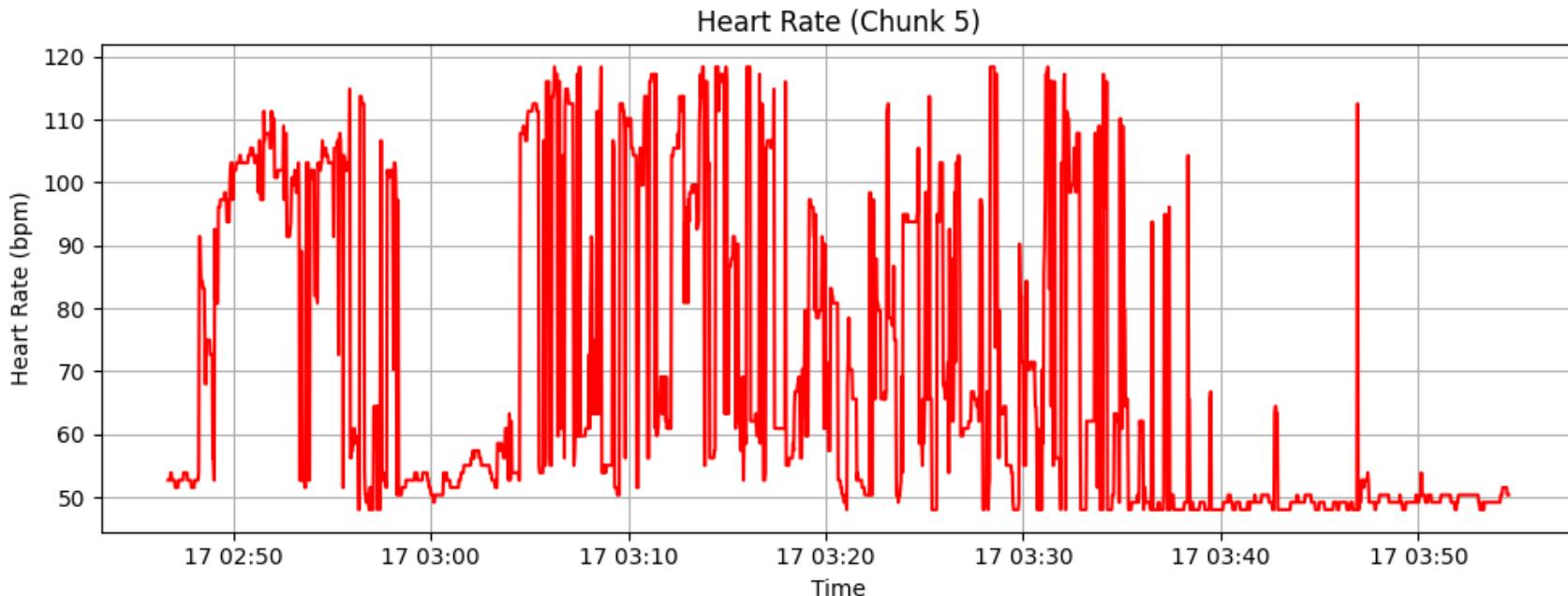
The Heart Rate(HR),
Breath Rate(BR) and
Temperature(Temp)
data had been
collected overnight.

Data collection



Heart Rate overnight.

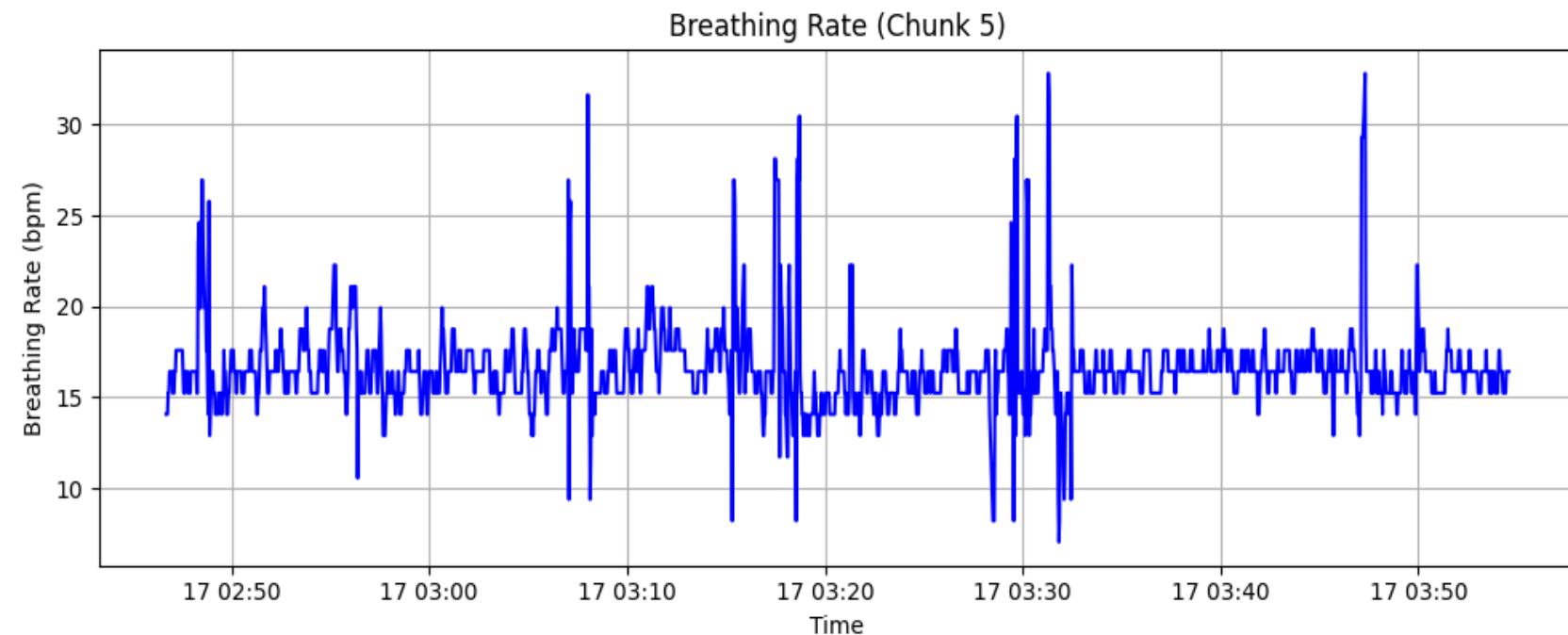
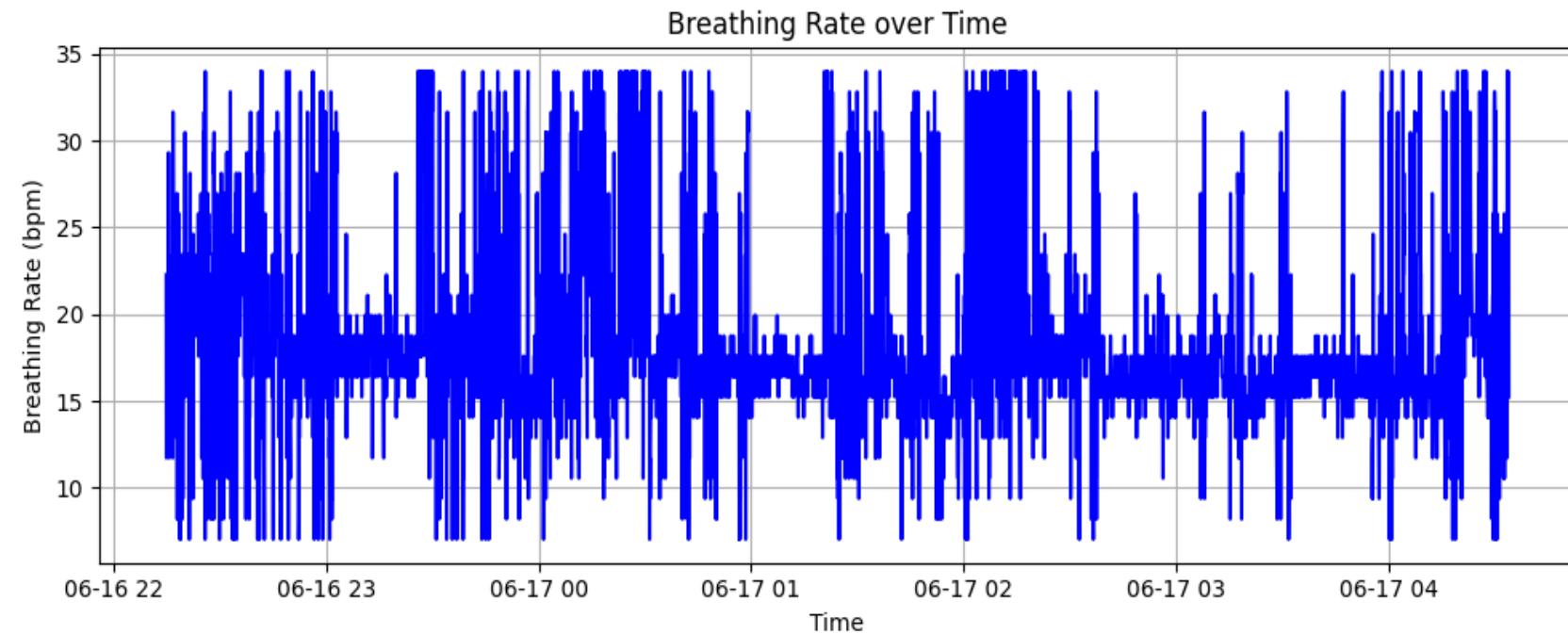
- I) Whole night
- II) Midnight



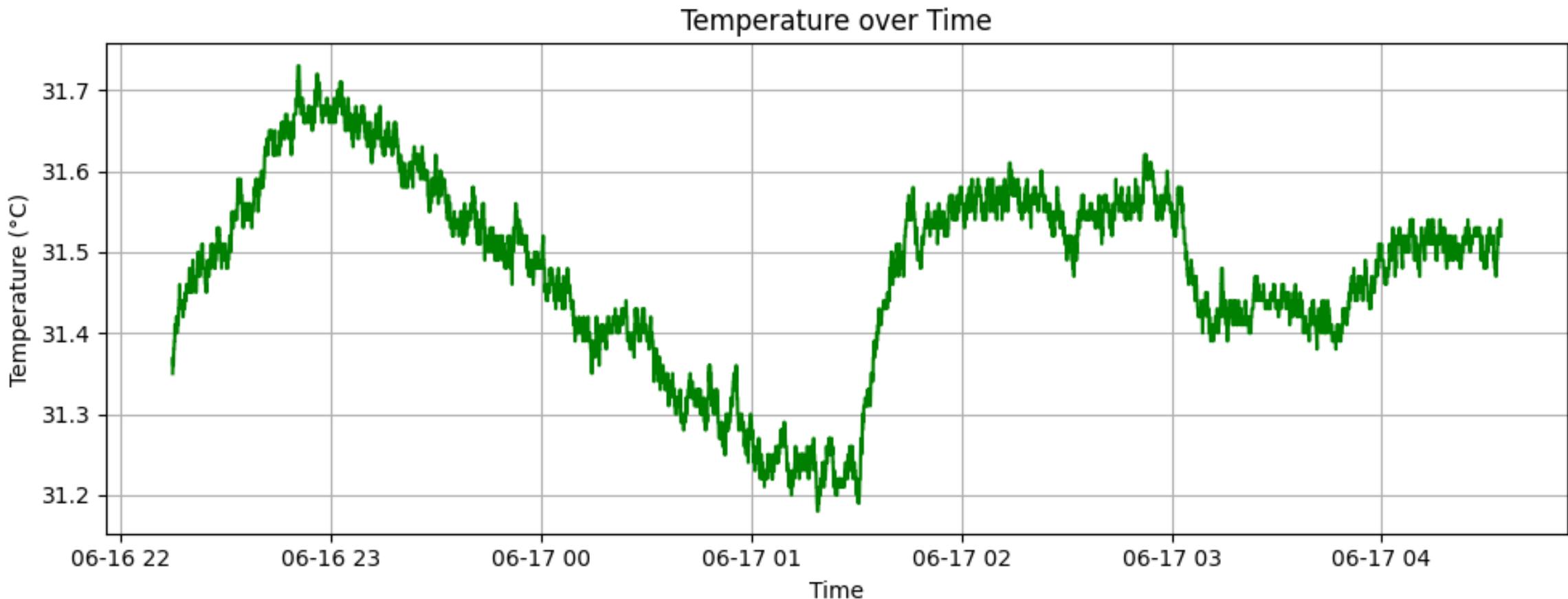
—

Breath Rate

Breath Rates overnight and
at midnight



Temperature overnight

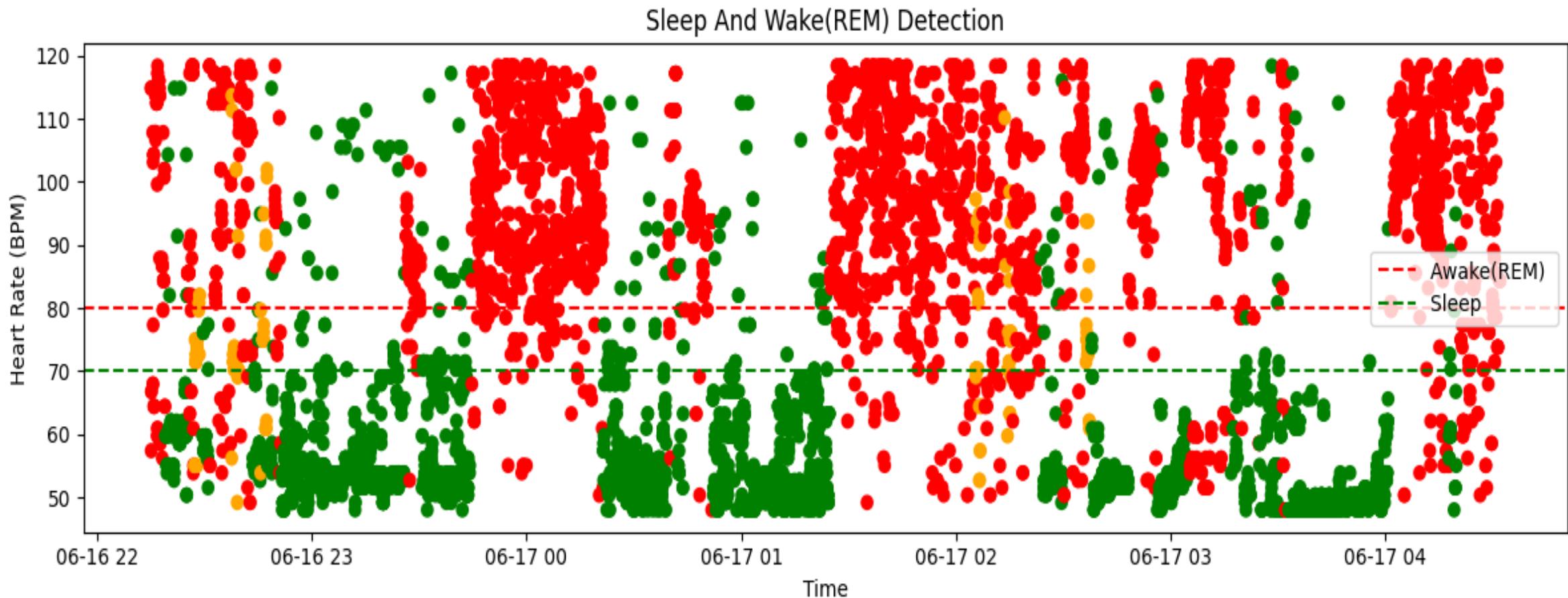




Stages of Sleep & Heart Rate Patterns

Sleep Stage	Description	Typical Heart Rate Behavior
Awake (Before Sleep)	Fully conscious, may be lying in bed	Elevated or normal (60–100 bpm), varies with activity or stress
N1 (Light Sleep)	Transition from wakefulness to sleep	HR begins to slow down gradually
N2 (Light Sleep)	Stable sleep with lowered awareness	HR continues to drop , body temp lowers
N3 (Deep Sleep / Slow Wave Sleep)	Restorative stage, physical repair begins	Lowest HR (~40–60 bpm), very stable
REM (Rapid Eye Movement)	Dreaming stage, brain active	HR becomes irregular , may increase slightly

Sleep Stage Detection.

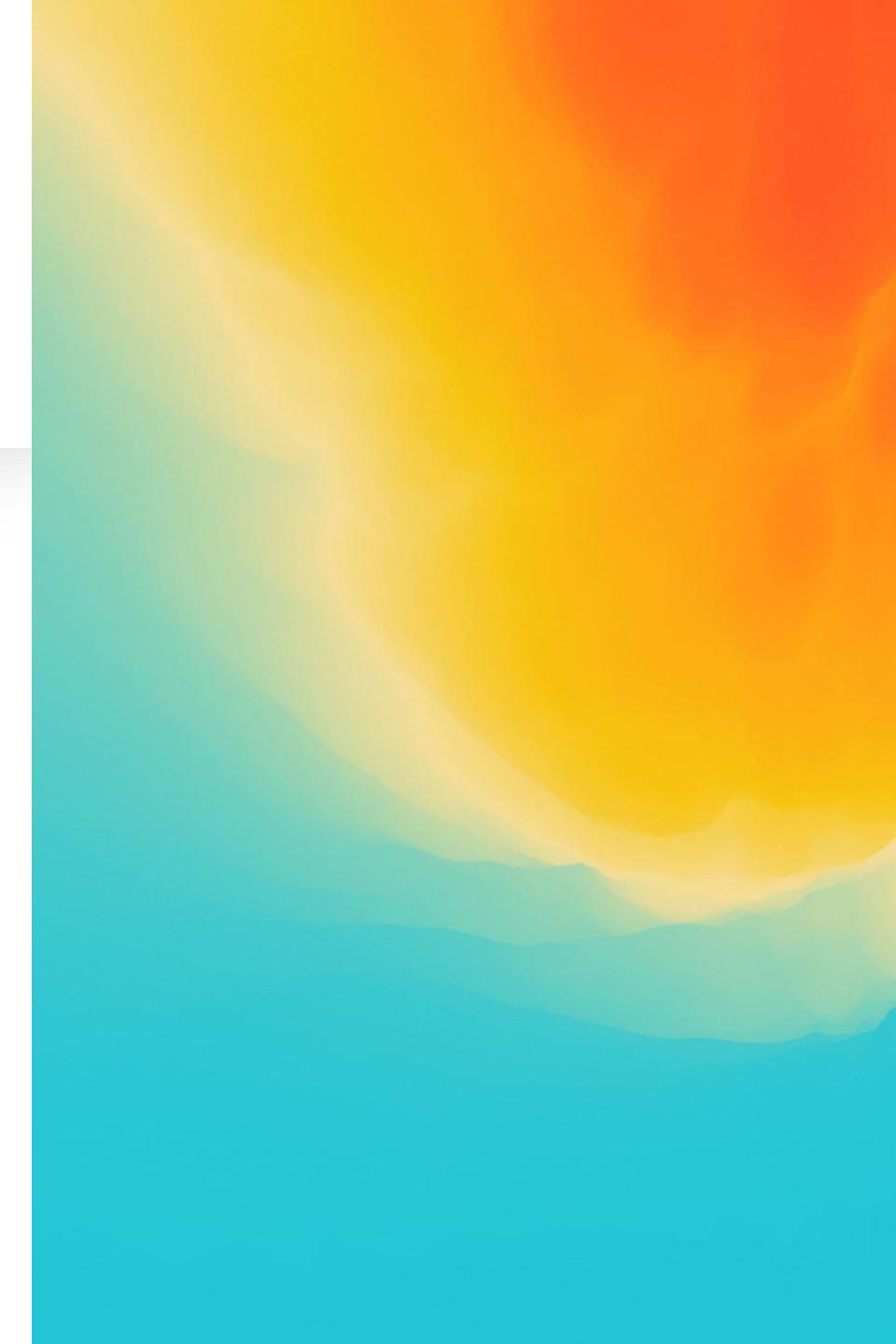


RED – Awake/REM

GREEN – N1/N2/N3

🌙 Light Colour Selection for Better Sleep

- █ **Warm Colors** like **Red, Orange, and Amber** are found to be more effective in promoting sleep.
- Studies show **warm hues** reduce **melatonin suppression** compared to cool or white light.
- These colors **mimic sunset**, signaling the brain that it's time to rest.
- ● In contrast, **cool colors** like **Blue and White** can disrupt sleep cycles by **suppressing melatonin**, the sleep hormone.





AC Temperature for Sleep

- Cool temperatures help the **body lower core temperature**, aiding **sleep onset**.
- Helps maintain **deep and REM sleep**.
- Too **hot** ($>24\text{ }^{\circ}\text{C}$) → Restlessness, sweating
- Too **cold** ($<16\text{ }^{\circ}\text{C}$) → Wakefulness, shivering
- Recommended option(for India): Set AC to **24 °C + fan** or use **Sleep Mode**

Group	Optimal AC Temperature
Adults	18–20 °C (65–68 °F)
Older Adults	20–22 °C (68–72 °F)
Infants/Toddlers	22–24 °C (72–75 °F)

Sleep-Inducing Sounds for Sleep Doc

Colors of Noise

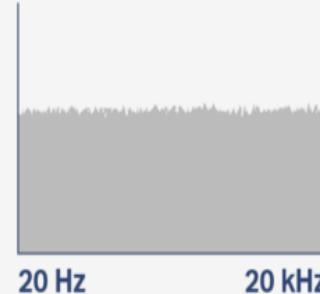
1. Pink Noise ☁

- Enhances **deep (N3) sleep and memory consolidation**
- Reduces sleep latency (time to fall asleep)
- Mimics natural sounds like rain or wind
- Scientifically shown to **stabilize sleep cycles**

2. Ambient Music (Delta/Theta Range) 🎵

- Reduces anxiety and slows heart rate
- Works even with mild environmental noise
- Supports emotional calm during light sleep phases
- Customizable tones, harmonics, and tempo.

White Noise

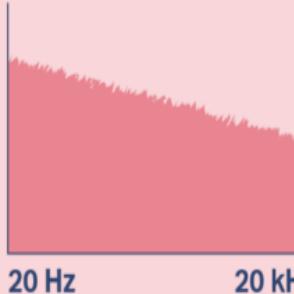


White noise equally contains all frequencies across the spectrum of audible sound.



Television Static

Pink Noise

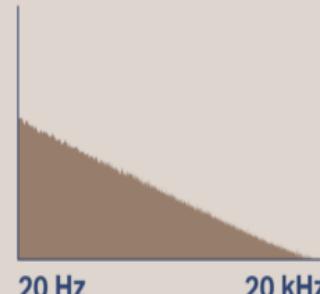


Pink noise frequencies decrease in power with each higher octave to create a lower pitch.



Wind

Brown Noise

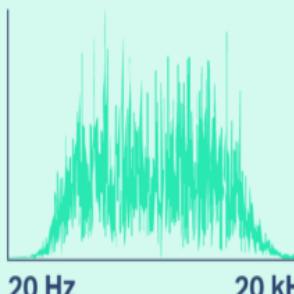


Brown noise is deep pitched, and the power behind frequencies decreases twice as much as pink noise.



Rumbling Thunder

Green Noise



Green noise amplifies mid-range frequencies, limiting the harsh high tones of white noise.



Waterfall

Why Others Rank Lower:

Sound Type	Limitation
White Noise	Harsh, less natural-sounding
Brown Noise	Too low-pitched for some users
Binaural Beats	Needs headphones to work (not speaker-friendly)
Nature Sounds	Less consistent effect without pink noise base

Tkinter GUI

Splash screen



HOME SCREEN

Wednesday, June 25, 2025 • 06:02:04 PM

Home

Connect to Phone

WiFi Setup

Binaural Beats

Ambient Light

Real-time Analysis

Data Storage

Low voltage warning

Please check your power supply

Sleep Doc+ Dashboard

HR: 80.8

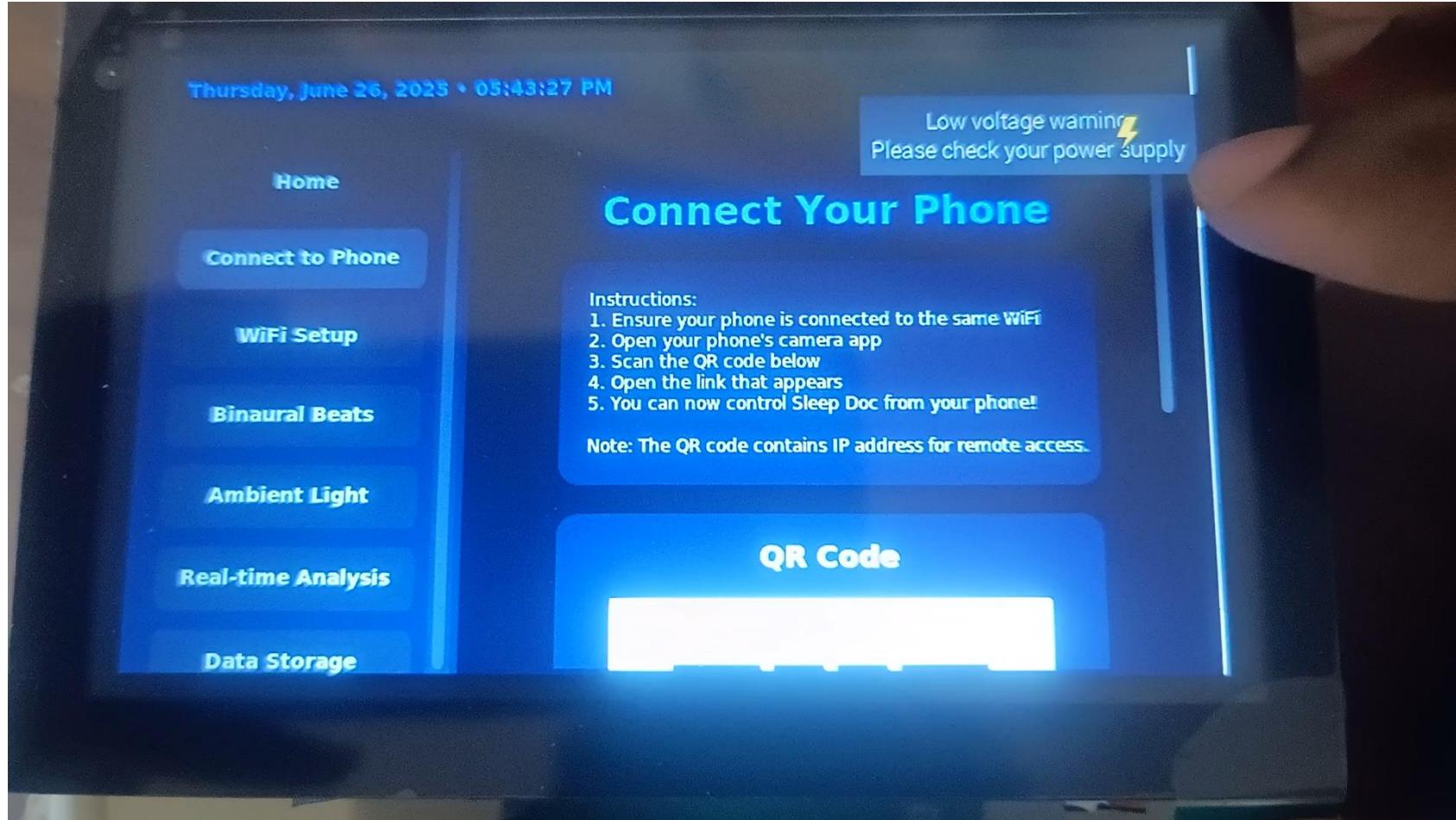
BR: 18.5

Temp: 24.1°C

Humidity: 51.3%

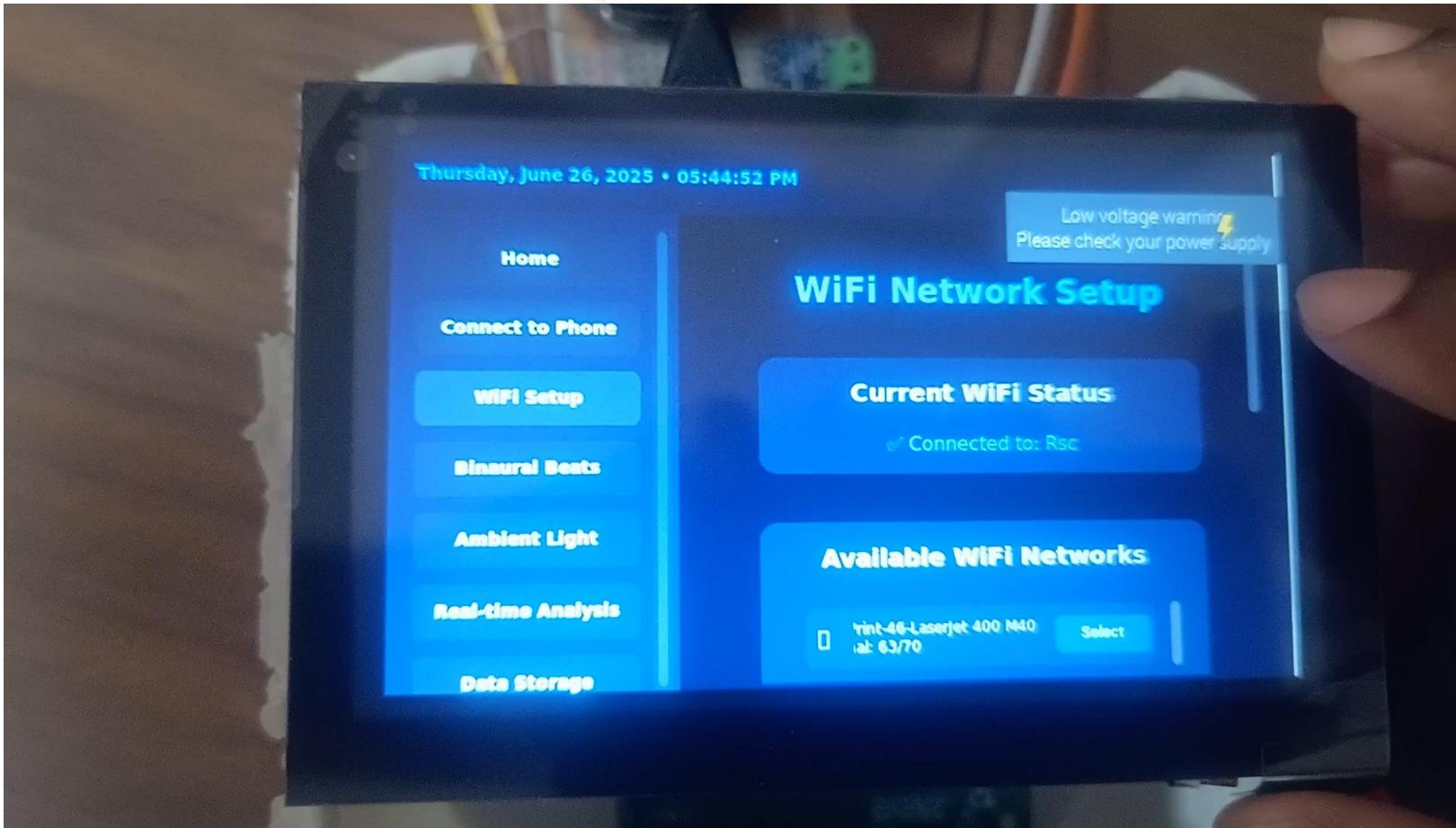
Pressure: 1023.6 hPa

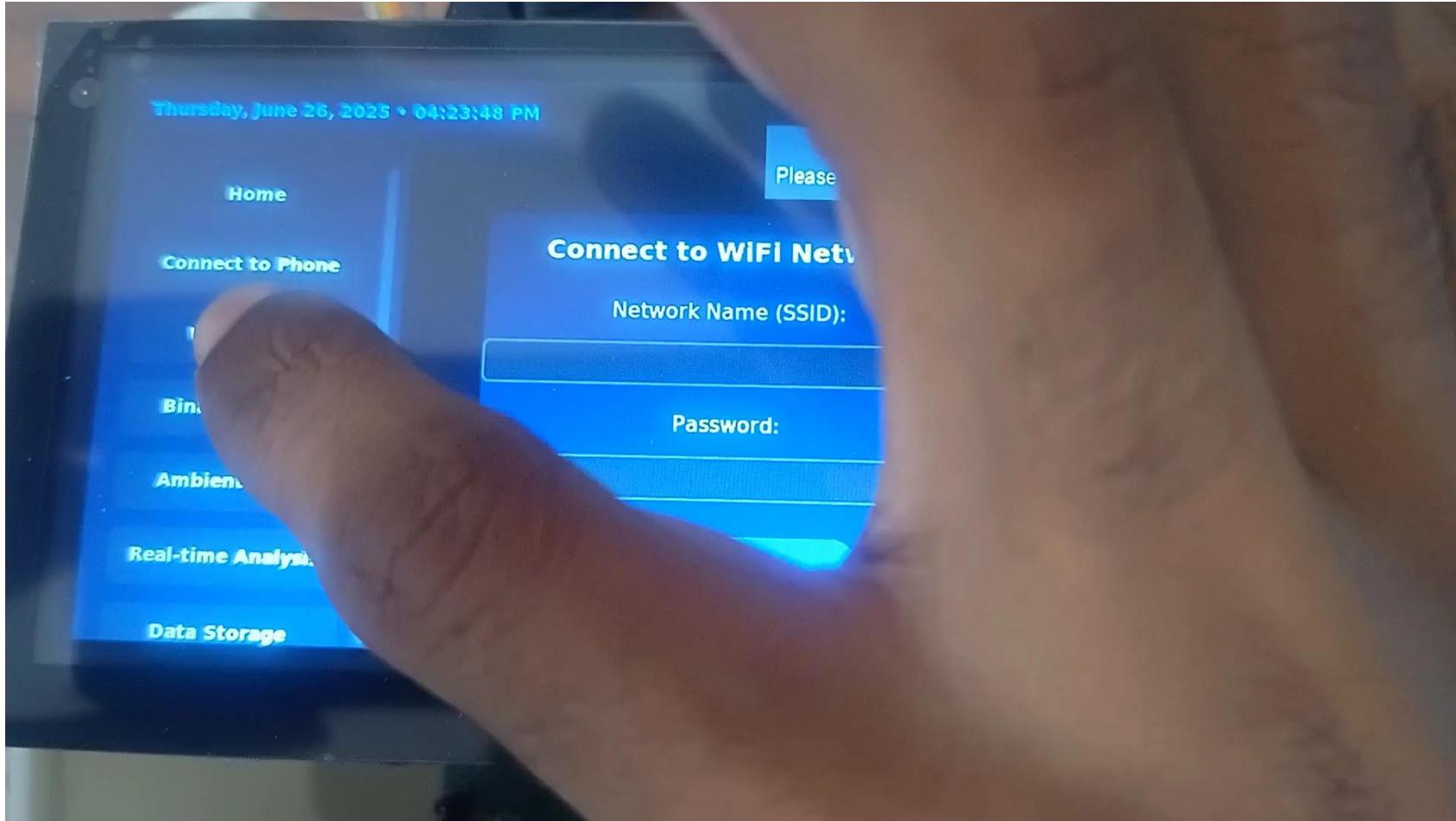
Start Monitoring



Connect Sleep Doc to Mobile APP via WiFi

WiFi connection setup





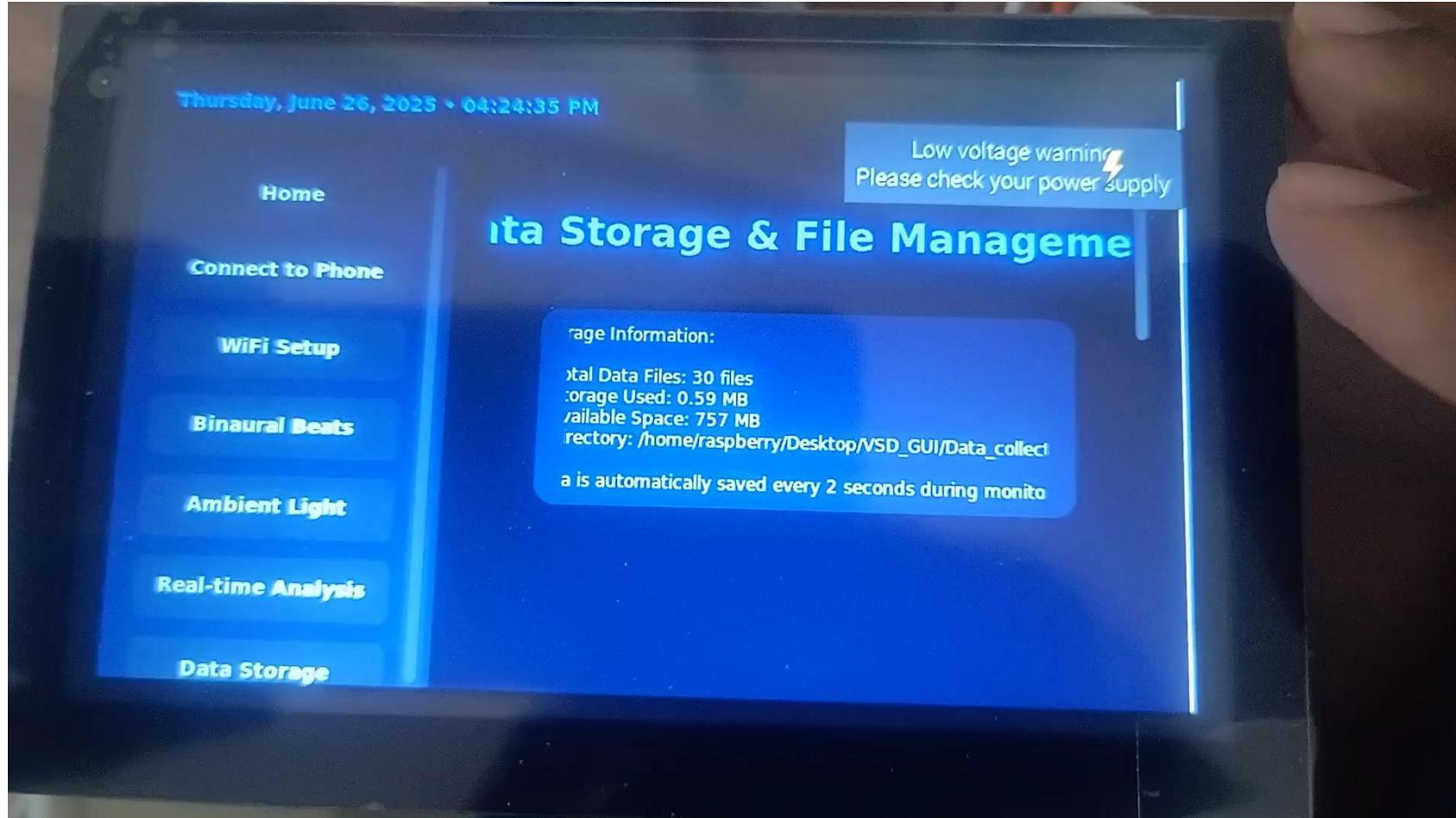
Beats and Audio selection window



Light selection window

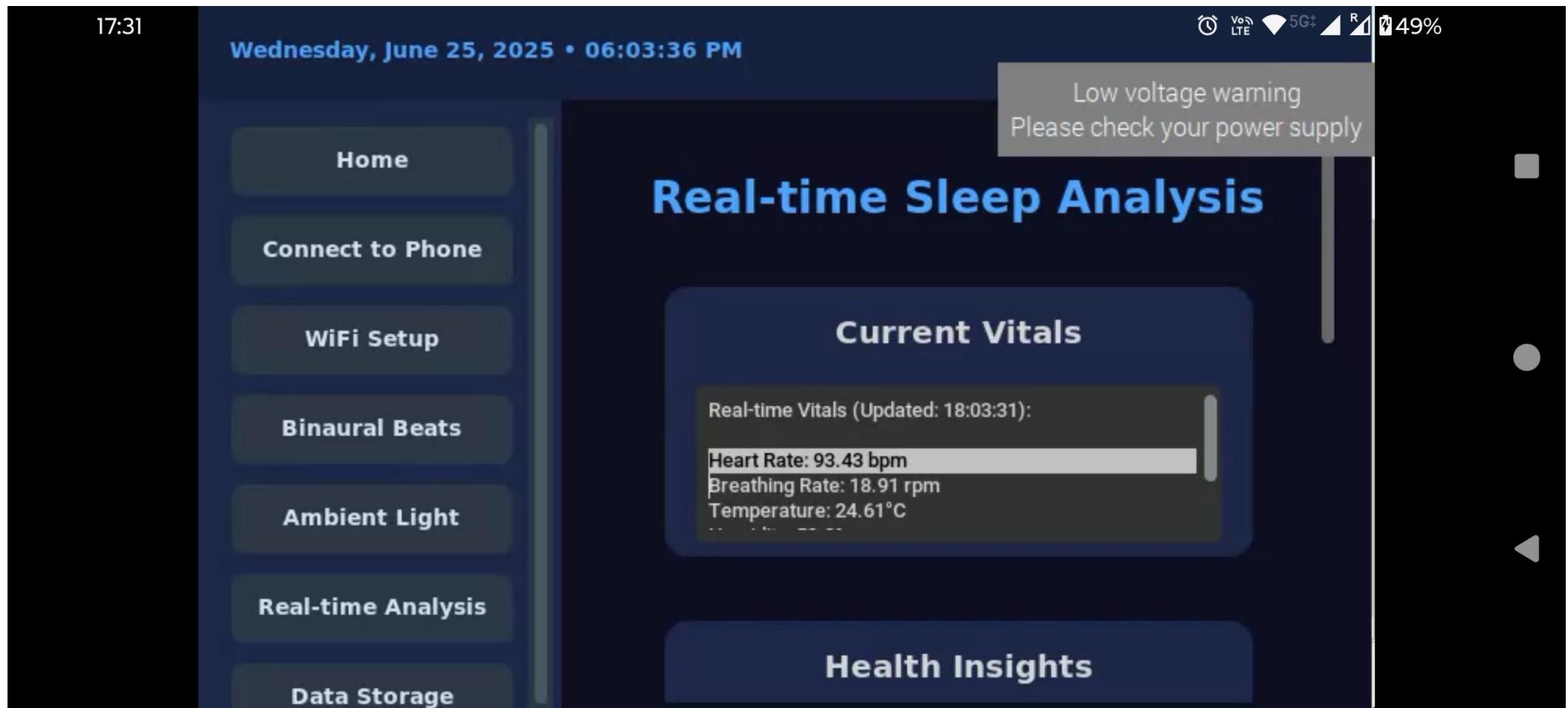


Lighting control from gui



Data Storage and File management

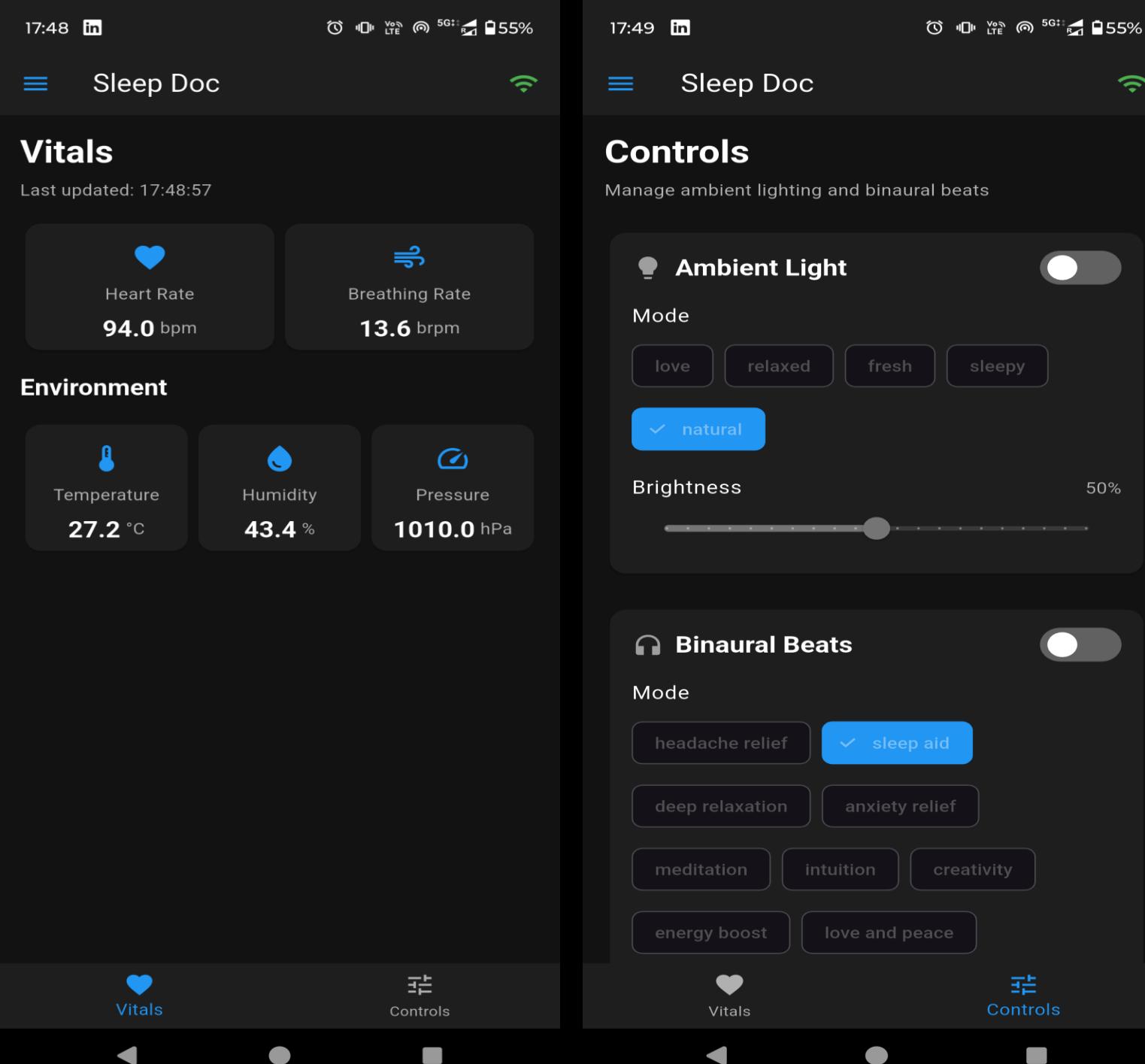
Real Time Analysis window



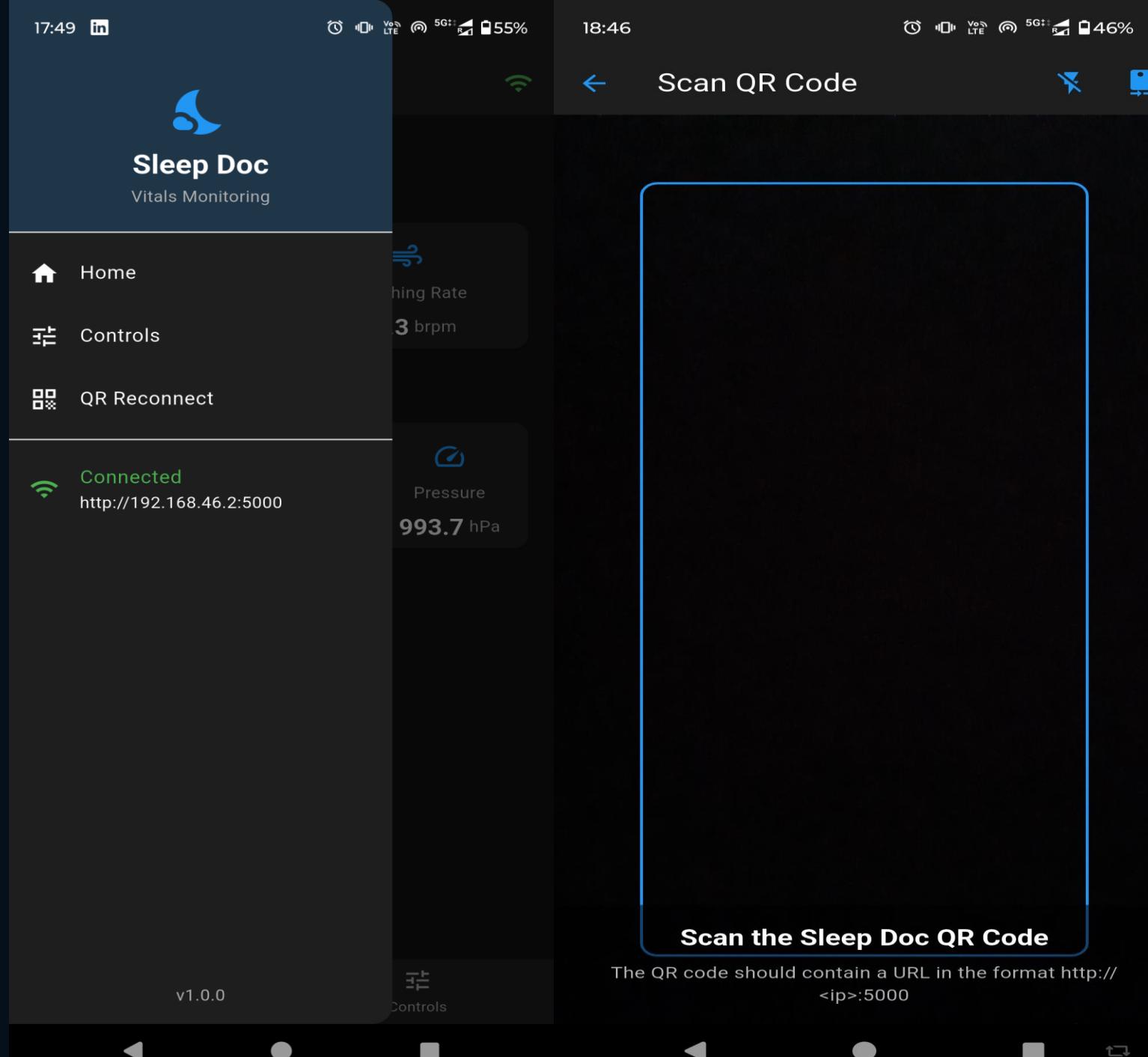
Sleep Doc Mobile APP

v1.0.0

- Sleep Doc integrated with mobile application.
- APP is developed using Flutter.
- Home screen displays HR, BR, Temp., Humidity, Pressure.
- Light and audio controls from APP.



- Menu sidebar has options Home, Controls, QR Reconnect and connection status.
- The QR code can be scanned from the touch display gui and connect your phone to Sleep Doc via WiFi.



Results & Observations

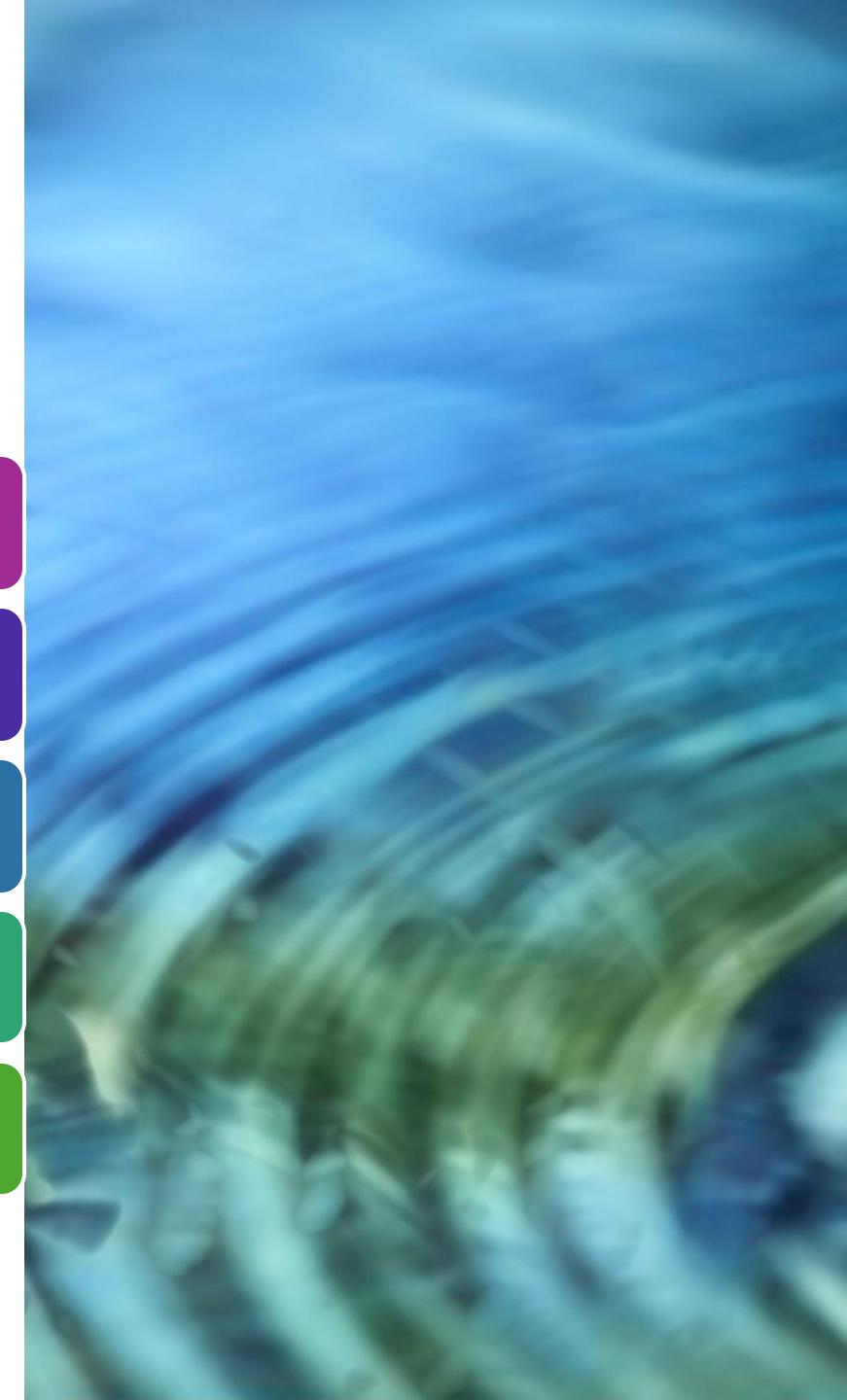
Sound and Lighting setting based on user

Breath & heart rates accurate within ± 5 bpm

Can track people within 1m range with accurate reading

Full environmental and Vitals analysis of person.

Touchscreen based GUI and Mobile APP integration



Challenges



RADAR placement for accuracy



Fluctuations in Vitals due to noise.



Detecting Multi-person Vitals

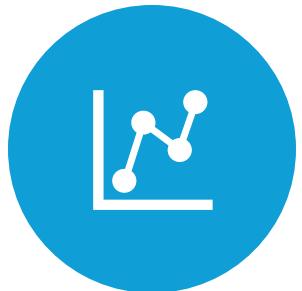
Conclusion and Future Works



Successfully estimated Vitals and detected breathing and heart rates using the BM502 mmWave sensor.



Using MUSIC to estimate Multi-person Vitals



To use Improved MUSIC algorithm for sharper and more accurate peaks for estimation.



Integration of Application and home appliances control.

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THANK YOU

