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# **DESIGN AND IMPLEMENTATION OF A MULTI-SENSOR DATA RECORDING SOFTWARE**

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Master's thesis

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Faculty of Information Technology and Communication Sciences

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May 2023

## **ABSTRACT**

2 Juhani Kupiainen: Design and implementation of a multi-sensor data recording software  
3 Master's thesis  
4 Tampere University  
5 Master's Programme in Information Technology  
6 May 2023

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8 Keywords: Human activity recognition, Data set, Sensor fusion, Radar  
9 The originality of this thesis has been checked using the Turnitin OriginalityCheck service.

## **TIIVISTELMÄ**

- <sup>2</sup> Juhani Kupiainen: Erään monisensorijärjestelmän datanauhoitusohjelman suunnittelu ja toteutus
- <sup>3</sup> Diplomityö
- <sup>4</sup> Tampereen yliopisto
- <sup>5</sup> Tietotekniikan DI-ohjelma
- <sup>6</sup> Toukokuu 2023

<sup>7</sup> \_\_\_\_\_

- <sup>8</sup> Avainsanat: Aktiviteetintunnistus, Datasetti, Sensorifusio, Tutka

- <sup>9</sup> Tämän julkaisun alkuperäisyys on tarkastettu Turnitin OriginalityCheck -ohjelmalla.

## **PREFACE**

<sup>2</sup> Tampere, 22 May 2023

<sup>3</sup> Juhani Kupiainen

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## 1 LIST OF SYMBOLS AND ABBREVIATIONS

2D-FFT	2-Dimensional Fast Fourier Transform
2D-MUSIC	2-Dimensional Multiple Signal Classification
AIC	Akaike Information Criteria
AoA	Angle of Arrival
API	Application Programming Interface
ASIC	Application Specific Integrated Circuit
CA	Cell Averaging
CFAR	Constant False Alarm Rate
CLI	Command Line Interface
CSV	Comma Separated Value
CW	Constant Waveform
FBSS	Forward-Backward Spatial Smoothing
FFT	Fast Fourier Transform
FIFO	First In First Out
FMCW	Frequency Modulated Constant Waveform
FoV	Field of Vision
FPGA	Field-Programmable Gate Array
FPS	Frames Per Second
FSK	Frequency Shift Keying
GIL	Global Interpreter Lock
HAR	Human Activity Recognition
I/Q	In-phase/Quadrature
IPv4	Internet Protocol version 4
IR	Infrared
LSB	Least Significant Byte
MDL	Minimum Description Length
mmWave	millimeter-wave

MSB	Most Significant Byte
MUSIC	Multiple Signal Classification
OS	Ordered Statistic
PDF	Probability Density Function
RCS	Radar Cross Section
RGB-D	RGB + Depth
SDK	Software Development Kit
SNR	Signal to Noise Ratio

## 1. INTRODUCTION

As the power of computer grows and capability of sensors increases, more and more incredible things are becoming possible. One such thing is HAR (Human Activity Recognition), for which the applications are many.

Not only is it possible to detect when people are running or walking [1], but even respiratory rates [2], falling down [3], shoplifting [4], operating room procedures [5], hand gestures [6], and certain illnesses [7] have been proven to be recognizable by sensors. The possibilities seem almost limitless.

For long, the focus in HAR research has been in visible spectrum video. While it is undeniably a powerful sensing mechanism for the purpose, it has multiple major downsides. Visible spectrum imaging is very prone to occlusion and lighting conditions. In addition, due to face recognition, there are genuine concerns about the privacy issues related to visible spectrum sensing. [8] Many actions can also look very similar depending on the viewing angle. With additional sensors, extra information can be used to better distinguish otherwise similar action from each other.

Wearable sensors are a well-established mechanism human activity recognition [9]. This is already being used in multiple commercial applications, such as exercise and sleep recognition in smart watches. The downside of wearable sensors is that they can be cumbersome and unfashionable require willful equipping and rarely can be connected to mains. Clearly, if high-performance remote sensing can be achieved with a reasonable price, it is the superior alternative.

In addition to visible spectrum imaging, remote sensors include depth imaging (stereo camera), infrared imaging, acoustic sensing (microphones) and electromagnetic sensing (e.g. radar). Different kinds of proximity sensors, such as magnetic switches, pressure sensors, temperature sensors, and electrostatic proximity sensors can also be used, although their installation may be more labour-intensive [8].

It has been shown that depth imaging can achieve at least similar performance in activity recognition as visible spectrum imaging, while simultaneously preserving privacy [10]. In complex scenes, using depth imaging can increase the performance of activity recognition substantially [11]. Depth imaging still suffers from many of the same problems as visible spectrum imaging, most importantly obstruction.

1 Radar devices are capable of sensing through visual obstructions and have been demon-  
2 strated to achieve very good performance at HAR, especially when operating on the spec-  
3 trum. Another upside for radar imaging is that unlike cameras, they are not susceptible to  
4 lightning conditions. [radar-survey] As a downside, they are active devices in the sense  
5 that they must also have an active transmitter. Although passive radars exist, the sensing  
6 performance is compromised. WiFi signals and channel state information have also been  
7 demonstrated to be an effective alternative to radar sensing in environments where WiFi  
8 is available [8].

9 Even with as low as  $8 \times 8$  pixel resolution infrared cameras, recognizing some activi-  
10 ties has been proven possible. In some cases the recognized activities have been very  
11 simple, such as sitting, standing, or lying on ground [12]. With some additional context  
12 information, more complex household activities can also be recognized [13].

13 Sometimes it may be hard to distinguish activities from each other based on only a single  
14 sensor. Consider for example browsing the internet or playing video games on a com-  
15 puter. Both involve using the mouse and keyboard, but when playing video games, the  
16 keyboard is likely being used more. A camera may not be able to sense the use of a  
17 keyboard, while a microphone could hear the buttons being pressed. Another example is  
18 cutting vegetables in the kitchen and making a sandwich. A low resolution infrared sensor  
19 might only recognize that a person is occupying the same place, but may not detect what  
20 exactly is being done. A microphone could detect the sound being emitted or a radar  
21 could detect the distinct velocity spectrum of the activity.

22 Sensor fusion can provably be leveraged to improve HAR accuracy [14, 15]. Not a wide  
23 range of data sets exist for this purpose and they often consider only a limited number of  
24 sensors [8]. It is important to have a wide range of data sets available for training machine  
25 learning models and to assess the performance of different sensors and algorithms. In  
26 the field of machine learning and HAR, transfer learning has also been a subject of much  
27 interest in the recent years [16].

28 For the aforementioned reason, it was considered valuable to create a portable multi-  
29 modal sensing system that can be used for recording data sets. As the product of this  
30 thesis, such a system was created. The sensors installed in the systems were a combined  
31 visible and depth spectrum camera, an  $8 \times 8$  pixel infrared camera, a  $4 \times 4$  channel  
32 microphone and a 60 GHz radar.

33 In Chapter 2, the sensors used in the system will be presented in more detail. Additionally,  
34 requirements will be out for the developed system. In Chapter 3, the implementation of  
35 the system will be detailed on an architectural level. Details of the source code will not  
36 be discussed. The source code of the project is publicly available for viewing on GitHub  
37 [17]. The data formats produced by the recording system will be documented in Chapter  
38 4 along some data processing examples. The quality and performance of the system will

- <sup>1</sup> be briefly discussed in Chapter 5, and finally, Chapter 6 will conclude the thesis.

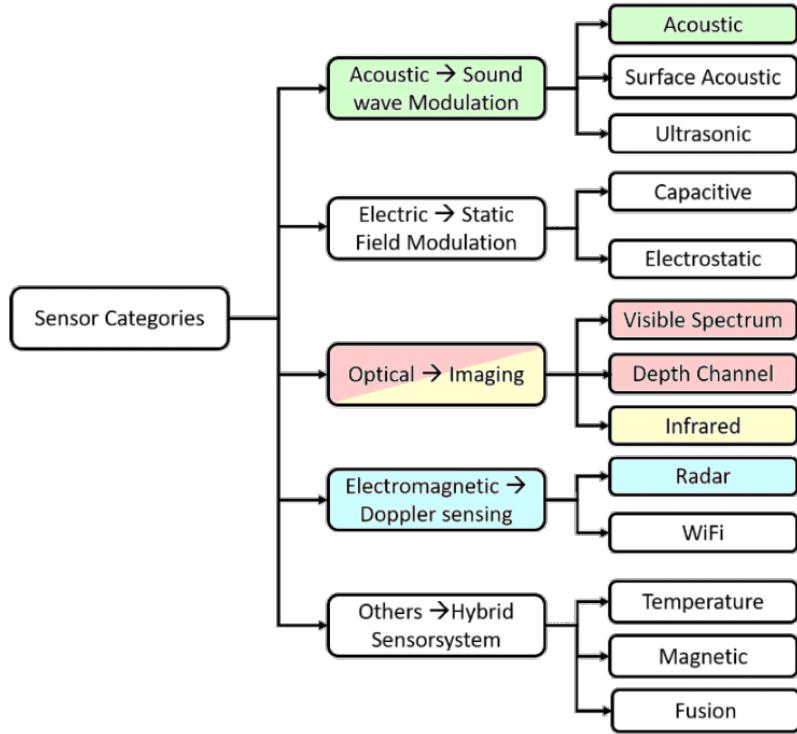
## 1 2. PREMISE

2 The model developed by White [18] and later refined for HAR by Fu et al. [8] can be used  
 3 to categorize sensors and data modalities recorded by them. To produce a versatile data  
 4 set, multiple data modalities should be included. This requires the inclusion of multiple  
 5 devices in the array. The categorization model is presented in Figure 2.1.

6 The sensors used for the system, with the recorded modalities and highlight colour in  
 7 parentheses, were as follows:

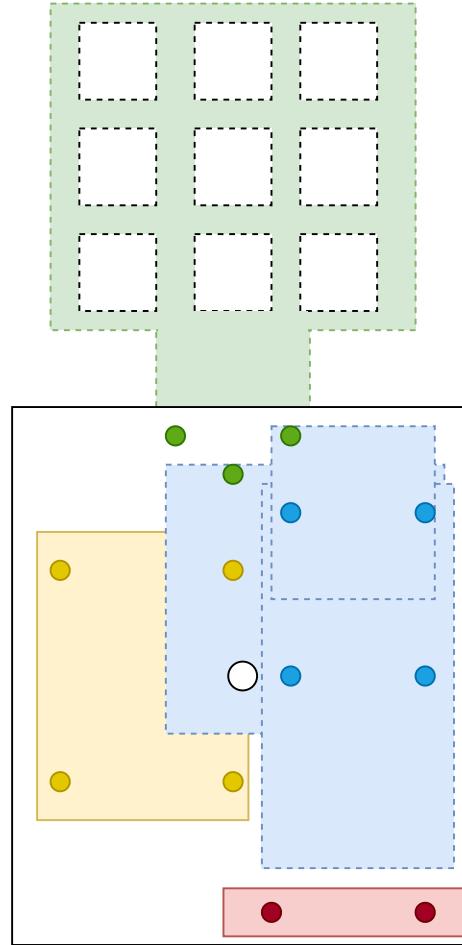
- 8 • Texas Instruments IWR6843ISK + DCA1000EVM (radar, cyan)
- 9 • Panasonic Grid-EYE (infrared, yellow)
- 10 • Intel RealSense D435i (RGB-D video, red)
- 11 • MiniDSP UMA-16 (acoustic, green)

12 The modalities recorded by the sensors are highlighted in different colours in Figure 2.1.  
 13 From the figure, it can be observed that three out of five sensor categories are present,  
 14 and from the present sensor categories all but three modalities can be recorded. Most  
 15 of the excluded sensors are rather laborious to install in contrast to the included sensors.  
 16 Capacitive sensing only works on ranges up to half a meter, ambient temperature sensing  
 17 provides very minimal information about human activities, and magnetic sensing requires  
 18 a large number of sensors compared to the useful information gained from them. The  
 19 excluded acoustic sensors could provide useful information with very little installation cost.  
 20 WiFi based electromagnetic sensing could also potentially bring more value to the system,  
 21 but radar can detect movements with a much finer resolution and the radar devices are  
 22 perhaps easier to interface with. [8] All in all, most of the interesting data modalities are  
 23 recorded by the sensors in the system, with some room for improvement.



**Figure 2.1.** Sensor categorization model by Fu et al. [8]. Data modalities present in the data collection system of this thesis are highlighted in different colours.

- 1 The sensors are mounted on a single steel plate, giving them an uniform perspective to
- 2 the target. The mounting bracket can be attached to a standard camera tri-pod. The
- 3 system is very portable as the sensors can be connected via USB to a computer, and
- 4 only two of the devices require an external power source: USB cannot deliver enough
- 5 power for the radar device, and the microphone requires a 12-volt input voltage.
  
- 6 The mounting bracket and the positions of the sensors on it are illustrated in Figure 2.2.
- 7 The mounting bracket is drawn in white. The blue outline represents the components of
- 8 the radar device, yellow outline represents the infrared camera, red outline represents the
- 9 RGB-D camera, and the green outline represents the microphone. The deeper-coloured
- 10 circles represent the screw holes the sensors were mounted on. The white circle repre-
- 11 sents the tri-pod attachment point.



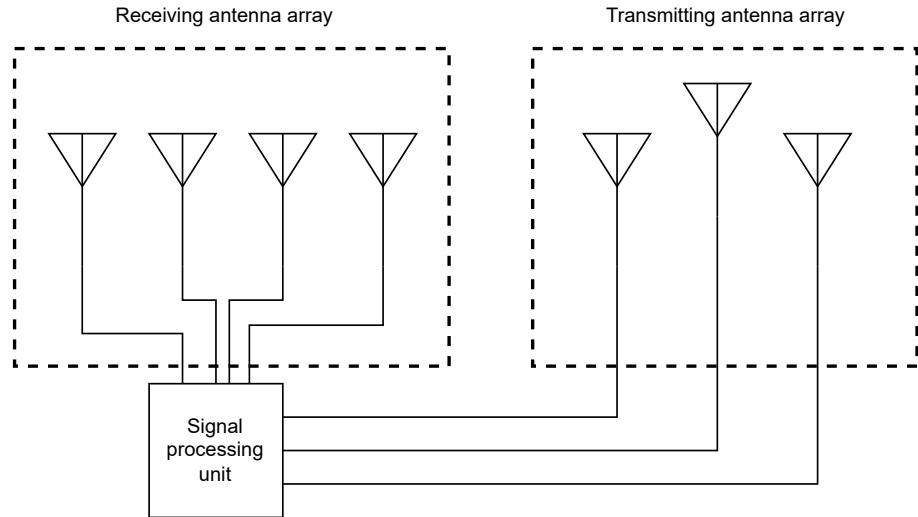
**Figure 2.2.** The sensor array illustrated, not in scale.

- 1 With the sensors chosen, before a data collection campaign can ensue, software needs
- 2 to be written to interface with the sensors and to record the data produced by them. The
- 3 contribution of this thesis in the data collection project is to develop this software.
  
- 4 The following sections (2.1–2.3) will discuss the operating characteristics, connection in-
- 5 terfaces, and recorded data modalities of the included sensors. Finally, Section 2.4 will
- 6 discuss the requirements and evaluation criteria for the data collection software devel-
- 7 oped for this thesis.

## 8    2.1 Radar

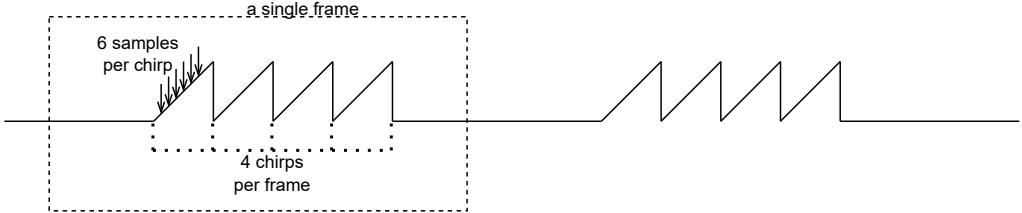
- 9 The radar used in the assembly is a Texas Instruments IWR6843ISK mmWave radar
- 10 evaluation board. It is capable of outputting various continuous radar signals. It operates
- 11 on 60–64 GHz frequency and has a maximum of 120-degree horizontal FoV (Field of
- 12 Vision) and 30-degree vertical FoV. It has a monostatic radar with distinct transmitting
- 13 and receiving antennas mounted side-by-side. The receiving antenna is a uniform linear
- 14 array that consists of four antennas with 1/2-wavelength separation. The transmitting

- <sup>1</sup> antenna consists of three antennas, also separated by 1/2-wavelength. The transmitting  
<sup>2</sup> antenna is non-linear with the middle antenna slightly raised. The antennas are illustrated  
<sup>3</sup> in figure 2.3.



**Figure 2.3.** Antenna arrays illustrated. More detailed documentation is available in the device user guide [19].

- <sup>4</sup> By using all of the antennas, the location of the target can be detected in all three dimensions.  
<sup>5</sup> The antennas can be toggled on and off via a special configuration file. The same  
<sup>6</sup> configuration file can be used to define nearly arbitrary signal formats. [20]
- <sup>7</sup> The IRW6843ISK is capable of processing the radar samples into radar frames on-board,  
<sup>8</sup> but depending on the operating parameters, its performance is limited to around 1–  
<sup>9</sup> 4 frames per second. To get more performance out of the device, the DCA1000EVM  
<sup>10</sup> is used to interface with the IWR6843ISK to record the raw samples without processing  
<sup>11</sup> them on-board. The processing is instead done separately by external software to form  
<sup>12</sup> the radar frames.
- <sup>13</sup> The DCA1000EVM outputs the radar samples in a rather complicated format, that is  
<sup>14</sup> documented in detail in the user guide for the device. The frames output by the device  
<sup>15</sup> depend on its configured operating mode. In this system, the device is configured in such  
<sup>16</sup> a way that the frames consist of a 4-byte sequence number, 6-byte length field and a  
<sup>17</sup> 48–1462-byte payload. [21].



**Figure 2.4.** Illustration of samples, chirps, and frames. With 2 receiving antennas, the equation 2.1 would give  $N = 4 \cdot 6 \cdot 4 \cdot 2 = 192$  bytes per frame. In a practical situation, the numbers would, of course, be much higher.

- 1 The data field of the frames consist of 2-byte complex samples, that can be arranged to
- 2 4-byte I/Q samples [22], i.e. four bytes of data are output for each sample. The number
- 3 of samples in a single radar frame can therefore be calculated as give nby equation 2.1.

$$N = 4 \cdot S \cdot C \cdot K, \quad (2.1)$$

- 4 where  $N$  is the number of samples per frame,  $S$  is the number of samples per chirp,  $C$
- 5 is the number of chirps per frame, and  $K$  is the number of active receivers. Figure 2.4
- 6 illustrates the formula.

- 7 As the frames output by the DCA1000EVM do not correspond exactly to the  $N$ -byte radar
- 8 frames, the data segments should simply be concatenated in the order indicated by the
- 9 sequence number until a full frame can be stored or processed. The developed data
- 10 collection software saves the data segments on disk as-is, and the exact format of the
- 11 data segments is presented in more detail in Section 4.3.

- 12 The radar sensor has proven to be effective in HAR. Unlike optical and acoustic sensors,
- 13 radar is insensitive to environmental factors such as weather, lightning and acoustic noise.
- 14 It is also capable of sensing through most (non-conductive) walls, making it less prone
- 15 to occlusion. Using mmWave (millimeter-wave) frequencies, radar is capable of detecting
- 16 movements even in the sub-millimeter range.

- 17 After processing, multiple various information can can be extracted from the data:

- 18     • range
- 19     • azimuth and altitude angle
- 20     • Doppler-spectrum (velocity as a function of range)
- 21     • radar cross-section

- 22 From HAR perspective, the first three items of the list are the most interesting, especially
- 23 the doppler-spectrum (time-frequency spectrogram) [8].

1 The radar can effectively detect various activities based on the Doppler-spectrum [23–  
 2 Additionally it can very effectively measure the location of a target, which can be  
 3 used as additional information for other sensors. As a downside, radar devices are very  
 4 expensive and power-consuming. This can limit its usefulness in low-power or low-budget  
 5 applications.

## 6 2.2 Optical

7 The optical sensors consist of conventional visible spectrum imaging (RGB video), depth  
 8 imaging, and infrared imaging. The system in this thesis includes sensors that can record  
 9 all these modalities. The Intel RealSense D435i is capable of both visual spectrum and  
 10 depth imaging, while the Panasonic Grid-EYE records the IR (Infrared) spectrum.

11 Visible spectrum video is one of the best studied areas in computer vision and HAR. The  
 12 primary approach to HAR from RGB video is using convolutional neural networks. Models  
 13 such as AlexNet [27], and C3D have proven to be effective, the latter reaching as high as  
 14 90 % accuracy in detecting human actions [28].

15 Using a stereo camera, depth information can be extracted. This allows for much simpler  
 16 segmentation and pose estimation compared to RGB video. [8] Combining the RGB and  
 17 depth channels, detection accuracies as high as 98 % have been recorded on some data  
 18 sets [29].

19 RGB video based segmentation and HAR in general can be problematic in some scenarios.  
 20 If the image has poor contrast, proper segmentation may not be possible. In addition  
 21 to unfortunate colors, this may be caused by bad lightning conditions, i.e. under- or over-  
 22 exposure or extreme fog. Visible spectrum imaging also raises some privacy concerns in  
 23 certain environments.

24 Thermal cameras are capable of detecting the heat radiation emitted from warm objects.  
 25 This makes them capable of detecting human motion from the background regardless of  
 26 the lightning conditions [30]. Additionally, very low resolution (from 8x8 px to 16x16 px) IR  
 27 sensors have been demonstrated to be capable of detecting human actions [31]. With a  
 28 frame rate of 10 fps, detection accuracy of 85 % and above has been reached depending  
 29 on the action [8, 32]. Although the detection accuracy is not as good as with the RGB-D  
 30 camera, the possibility of operating in any lightning conditions and with high respect to  
 31 privacy make the IR camera a viable choice.

### 32 2.2.1 RGB and Depth video

33 The RGB and Depth modalities are provided by an Intel RealSense D435i RGB-D cam-  
 34 era. The D435i model uses a stereo camera aided by an infrared dot matrix to measure

- 1 depth, making it similar in operating principle to the popular Microsoft Kinect.
- 2 The depth camera has a 87-degree horizontal FoV and a 58-degree vertical FoV. It can
- 3 record up to 90 frames per second with up to 1280x720 pixel resolution. The ideal oper-
- 4 ating range is 0.3–3.0 meters and the depth measurement error is <2% at 2 meters. The
- 5 RGB camera has a 69-degree horizontal FoV and a 42-degree vertical FoV. It can record
- 6 at up to 1920x1080 resolution and up to 30 frames per second. [33]
- 7 Intel provides a library that can be used to interface with the camera programmatically.
- 8 The library can be used natively from C++, and wrappers are provided for multiple lan-
- 9 guages and toolkits, perhaps most importantly Python, Matlab, and ROS (1 and 2). [34]
- 10 The Python wrapper was used in the data collection software. It provides methods for
- 11 getting the RGB-values, depth-values and time stamps of each frame [35].

## 12 **2.2.2 Infrared**

- 13 The IR camera used in the assembly is the Panasonic GRID-EYE (part no. AMG8834). It
- 14 is an infrared camera with a resolution of 8-by-8 pixels. It has both vertical and horizontal
- 15 FoV of 60 degrees, making each pixel 6-by-6 degrees. It can operate in temperatures of
- 16 0–80 °C, and measure temperature with a resolution of 0.5 °C, while the absolute tem-
- 17 perature accuracy is 2.5–3.0 °C. According to the manufacturer, it can produce data at
- 18 the rate of either 1 or 10 frames per second. [36] While developing the data collection
- 19 software, it was measured that the actual frame rate was approximately 8.62 frames per
- 20 second, though.
- 21 The evaluation kit outputs data in 135-byte segments, where the first 3 bytes are header
- 22 bytes, followed by 130 bytes of data, and 2 bytes of tail (padding). The first two bytes
- 23 of the data represent the temperature of the internal thermistor of the device (ambient
- 24 temperature) and the following 128 bytes represent the IR camera matrix packed in row-
- 25 major order. Temperatures are represented as multiples of four with little-endian two-byte
- 26 integers. [37] The real temperature is therefore the unpacked number divided by four.

## 27 **2.3 Audio**

- 28 The microphone used in the assembly is a MiniDSP UMA-16, which is a 4-by-4 uniform
- 29 rectangular array of microphones. It is capable of sampling at up to 48 kHz. Other possi-
- 30 ble sampling rates are 8, 11.025, 12, 16, 32, and 44.1 kHz. The microphone uses 24-bit
- 31 quantization.
- 32 The microphone connects to the computer via USB, and can be interfaced with like any
- 33 other microphone. Multiple convenience libraries exist for interfacing with microphones
- 34 via code. Examples include SoundDevice (Python)[38], Simple DirectMedia Layer 2.0 (C,

<sup>1</sup> C++, C#, Python)[39], PortAudio (C, C++)[40].

## <sup>2</sup> 2.4 Data recording software requirements

<sup>3</sup> To produce a high-quality data set, some requirements are also set for the software that  
<sup>4</sup> ties the sensors together. In addition to giving guidelines for developing the data collection  
<sup>5</sup> software, having defined requirements also allows evaluating the quality of the product.

<sup>6</sup> As stated earlier in this chapter, the sensor array could be improved by including some  
<sup>7</sup> different sensors. Therefore, the software must be extensible. The latency between data  
<sup>8</sup> generation and application of time stamps must also be minimized, which calls for paral-  
<sup>9</sup> lelism. In addition to software design choices, there are some requirements for the data  
<sup>10</sup> it produces. The data shall:

- <sup>11</sup> • be time-synchronized,
- <sup>12</sup> • be labelled,
- <sup>13</sup> • be well-structured, and
- <sup>14</sup> • include sufficient metadata.

<sup>15</sup> Time synchronization, in the case of the data set, means that the beginning of the data  
<sup>16</sup> in each recorded modality corresponds to the same point in time. In other words, given  
<sup>17</sup> a common starting time  $T_s$ , the first data point should correspond to  $T_s$  in each recorded  
<sup>18</sup> modality. In addition, the recorded data for any modality shall not end before a common  
<sup>19</sup> ending time  $T_e$ . Given a known sampling rate  $N_s$ , satisfying this requirement allows easily  
<sup>20</sup> mapping any moment in time ( $t$ ) to a sample number ( $n$ ) (equation 2.2).

$$n = \text{round}(N_s t) \quad (2.2)$$

<sup>21</sup> For the data to be useful in supervised learning, the current activity at any given time must  
<sup>22</sup> be included in the data set; the data must be labelled. Labelling can be done in various  
<sup>23</sup> ways.

<sup>24</sup> The most accurate labelling method is manual labelling: someone goes over the data and  
<sup>25</sup> applies appropriate labels to each activity. Although this results in superior accuracy, it is  
<sup>26</sup> very laborious and therefore not very desirable.

<sup>27</sup> The activities could also be sourced from some sensors and algorithms that are already  
<sup>28</sup> capable of recognising activities with a high accuracy. As previously stated, there are  
<sup>29</sup> numerous algorithms that can recognize activities from RGB-D video. The RGB-D video  
<sup>30</sup> provided by the sensor array could therefore be used to map labels for the activities on

- 1 the time domain. Using equation 2.2, the labels could then be generalized for the whole  
2 data set.
- 3 In addition to time synchronization and labels, the data must be structured in such a  
4 way that the data produced by each sensor in a single recording can be mapped to one  
5 another and the corresponding metadata and labels. It would additionally be beneficial to  
6 be able to pick and choose the sensors that are processed. The simplest way to achieve  
7 this is to produce one file per sensor and store them in a common directory. Another way  
8 would be to pack the data from different sensors into a single file, but this would be rather  
9 complicated especially because the recorded data is heterogenous in length.

### 1 **3. SYSTEM IMPLEMENTATION**

2 The system was implemented completely using Python (3.10), which is one of the most  
3 widely known programming languages [41]. Multiple libraries exist for Python for imple-  
4 menting a wide variety of tasks. Using high-level libraries is expected to save development  
5 time and the popularity of Python is expected to make the source-code easily approach-  
6 able for future programmers.

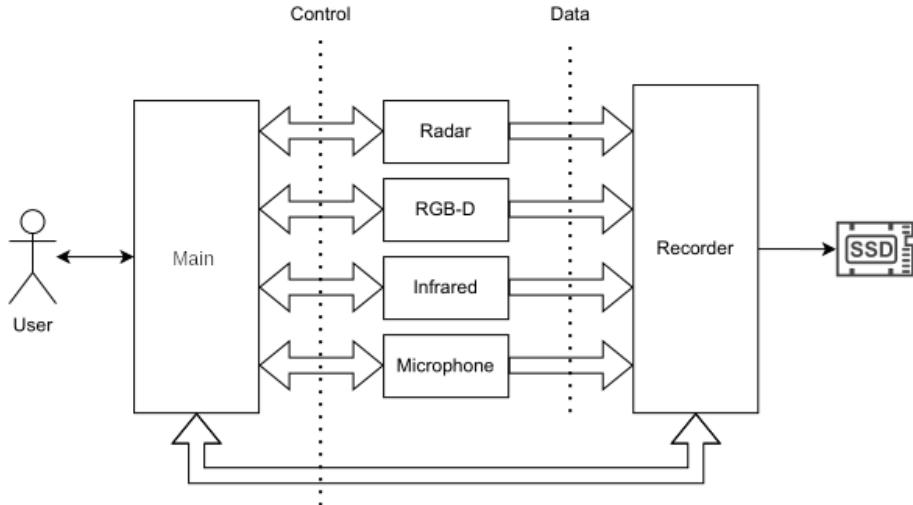
7 To minimize the latency in reading the data from the sensors, the system was designed to  
8 use parallelism. The system implements a producer-consumer pattern, using the Python  
9 build-in Multiprocessing library.

10 The Multiprocessing library is the best of the python built-in parallelism libraries for the  
11 task at hand. The program is synchronous, hence Asyncio is perhaps a too complex  
12 solution [42]. While the Threading library would otherwise be a good solution, it is not  
13 truly concurrent as the Python GIL (Global Interpreter Lock) locks its thread model to a  
14 single process [43]. Multiprocessing, instead, implements process-level parallelism and  
15 is capable of achieving "true" concurrency [44].

16 The structure of the program is presented in Figure 3.1 as a block diagram. The program  
17 consists of a Main block and five sub-blocks:

- 18     • Recorder,
- 19     • Radar module,
- 20     • RGB-D module,
- 21     • Infrared module, and
- 22     • Microphone module.

23 The aforementioned producer-consumer pattern is implemented with all the different blocks █  
24 being created as parallel processes. The Radar, Microphone, Infrared and RGB-D mod-  
25 ules fetch data from the sensors, making them producers. The producers output data to  
26 queues which are then read by the Recorder block, hence the Recorder is a consumer.  
27 The main block is neither a producer or a consumer; rather it is responsible for allocating  
28 resources for the sub-blocks, spawning the sub-block processes (subprocesses), control-  
29 ling them, providing a user interface and writing the metadata file.



**Figure 3.1.** Block diagram of the system.

- 1 Inter-process communication is done via FIFO (First In First Out) queues. Each subpro-
- 2 cess is connected to the main process via a single queue. These queues are colloquially
- 3 called signaling queues. In addition, the producers are connected to the Recorder via
- 4 queues, one queue per producer. These queues are called the data queues. The main
- 5 process creates all these queues and passes them to appropriate subprocesses.
- 6 Queues are presented in Figure 3.1 as single- or double-headed arrows. A double-
- 7 headed arrow means that the queue can be written to and read from in both ends, and
- 8 a single-headed arrow means that data can be read from the pointy end and written from
- 9 the other. The signaling queues are read from and written to from both ends, whereas
- 10 the data queues are only written to by the producers and read from by the consumer.
- 11 While using multiple queues introduces some complexity to the system, it prevents having
- 12 to deal with race-conditions. Another option would have been to use only a single Data
- 13 queue and to lock it for writing via mutexes in each of the producers. The locking operation
- 14 can block if the mutex is locked from somewhere else, which could add latency to the data
- 15 reading operations, making the multiple queues -approach a better solution.
- 16 The control queues are used by the Main process to advance the subprocesses to their
- 17 next phase. The subprocesses write to the control queues to indicate their state. Three
- 18 kinds of control messages are defined: START, STARTED, and STOP. The control mes-
- 19 sages are simply Python String objects with defined content and meaning. The control
- 20 messages are documented in Table 3.1.

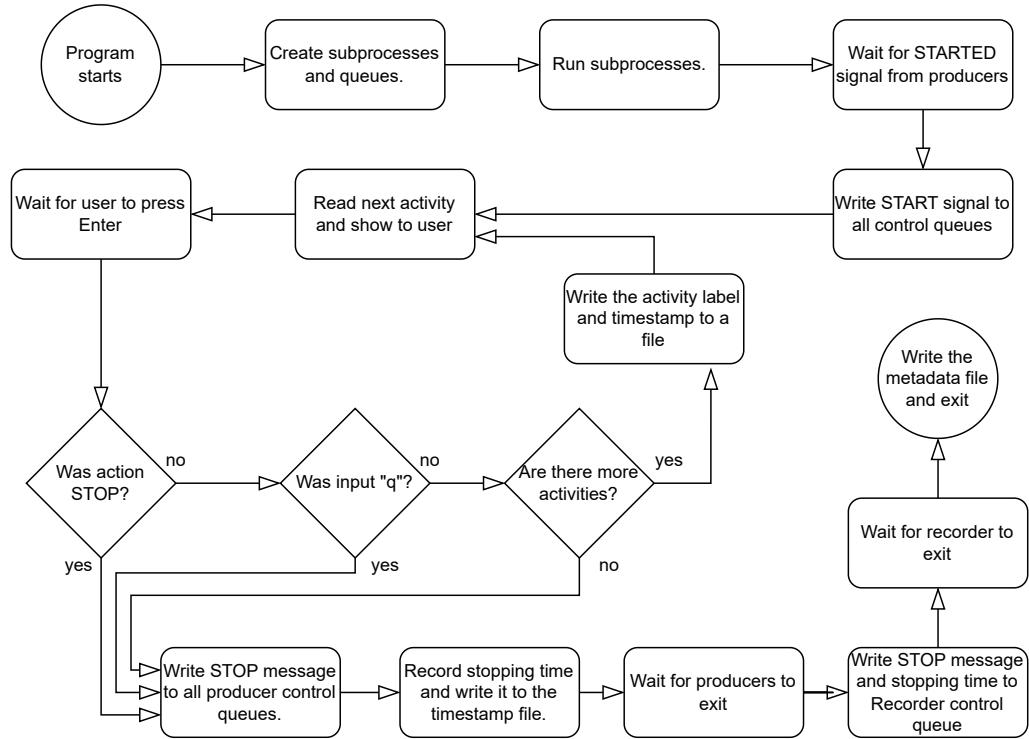
---

<b>Message</b>	<b>Sender</b>	<b>Meaning</b>
START	Main	Recipient should start its primary function
STARTED	Producers	Sender has initialized and entered its primary function
STOP	Main	Recipient process should exit

---

**Table 3.1.** Control messages in the program

- 1 The flow of the processes consists of three phases: initialization, primary function, and  
 2 cleanup. The Main process and the data producers enter the primary function autonomously  
 3 after the initialization phase is over. The data producers write the STARTED message to  
 4 the control queue after this transition. The Recorder process instead waits for the START  
 5 message before transitioning from initialization to primary function. None of the subpro-  
 6 cesses enters the cleanup phase autonomously. They all wait for the Main process to  
 7 write the STOP message to the control queue before transitioning. The phases of the  
 8 subprocesses are discussed in more detail in Sections 3.1–3.5.
- 9 The initialization phase of the Main process consists of parsing command line arguments,  
 10 spawning the subprocesses, and waiting for the STARTED messages. After receiving  
 11 the STARTED message from each data producer, the Main process sends the START  
 12 message to the Recorder process and enters its primary function, which is a user interface  
 13 loop.
- 14 The user interface is a simple interactive command line interface that can be used for  
 15 semi-automatic data labelling and stopping the program. A file containing activity labels  
 16 is provided via the command line arguments to the program. The program reads activities  
 17 separated by a newline character into a list, and each time the user hits the Enter key, the  
 18 time elapsed since sending the START message is recorded. The activity and timestamp  
 19 are then written into a file and the list iterator is advanced. When either the list ends,  
 20 the current activity label is "STOP", or the user writes the "q" character and then presses  
 21 Enter, the primary function of the Main process ends, and the user interface loop is exited.
- 22 After ending the primary function, it records the stopping time and sends the STOP signal  
 23 to the data producers. After sending the STOP signal, the Main process waits for the  
 24 data producer processes to exit. Then it sends the STOP signal and the current time to  
 25 the Recorder process and waits until the process exits. After all the subprocesses have  
 26 exited, the Main process writes the metadata file and exits, ending the program. The flow  
 27 of the main process is represented as a flowchart in Figure 3.2.

**Figure 3.2. Flow of the main process**

- 1** The following Sections (3.1–3.5) will document the implementation of the subprocesses.
- 2** For the data producers, communication with the sensors will be documented, and for
- 3** the Recorder, the time-domain synchronization mechanism will be documented. The
- 4** three phases of operation will be described similar to the former description of the Main
- 5** process. Section 3.6 will briefly cover usage of the software.

### **6 3.1 Recorder block**

- 7** The Recorder module is the only consumer in the program. It takes the data produced by
- 8** the producers and writes it into a file. It is also responsible for time-domain synchronization of the different data streams.
- 10** The initialization phase of the Recorder block consists of opening file handles for the
- 11** output files and initializing some counters. In the beginning of the second phase, i.e. after
- 12** receiving the START message, the Radar block finds the common starting point for each
- 13** data producer and synchronizes the data streams to the common starting point. After the
- 14** data streams are synchronized, the Recorder enters a loop in which it simply reads the
- 15** data from each data queue and writes it onto a disk.
- 16** Time synchronization is achieved in the Recorder block by observing the time stamps
- 17** that the producers add to the packets they write in data queues. Each packet is a dict
- 18** object that contains a segment of data and the time stamp when the data segment was

1 recorded.

2 By the time the START message is received from the control queue, all the data producers

3 have started producing data and have written their first message to the data queues. After

4 the START message, the Main process also writes the current time to the control queue

5 of the Radar block. The common starting point is found by comparing the time stamps

6 in the data queues to the starting time provided by the Radar block. The data in each

7 data queue is simply discarded until the timestamp is within half-a-frame from the starting

8 time. After the appropriate amount of data has been discarded from each queue, the data

9 streams are synchronized and the Recorder starts writing the data into files. The data

10 starting point synchronization procedure is presented in pseudocode in Listing 3.1. The

11 half-a-frame accuracy is omitted from the listing for brevity.

***Listing 3.1. Data synchronization pseudocode***

```

12 while control_queue.pop() != "START":
13     pass
14 start_time = control_queue.pop()
15
16 for queue in data_queues:
17     message = queue.pop()
18     timestamp = message["timestamp"]
19     data = message["data"]
20
21     while (timestamp < start_time):
22         message = queue.pop()
23         timestamp = message["timestamp"]
24         data = message["data"]
```

25 Finally, when the user stops the system, the Main process sends the STOP message to

26 the Recorder control queue, and in succession, the stopping time . By this time, the data

27 producers have already exited and no more data will be written to the output queues.

28 The Recorder then enters the last phase of operation, which is the stream end synchro-

29 nization.

30 The stopping time is recorded before the STOP signal is sent to the data producers.

31 Knowing this, finding the common ending point is trivial, and the algorithm presented in

32 Listing 3.1 can be modified for the purpose. Instead of the starting time, the time stamps

33 are compared to the ending time, and instead of discarding the data, it is written into a

34 file. The modified algorithm is presented in Listing 3.2.

***Listing 3.2. Data synchronization pseudocode***

```

35 while (control_queue.empty() or control_queue.pop() != "STOP"):
36     for queue in data_queues:
```

```

1      message = queue.pop()
2      data = message["data"]
3      # write data to file
4
5  end_time = control_queue.pop()
6
7  for queue in data_queues:
8      message = queue.pop()
9      timestamp = message["timestamp"]
10     data = message["data"]
11
12     while (timestamp < end_time):
13         message = queue.pop()
14         timestamp = message["timestamp"]
15         data = message["data"]
16         # write data to file

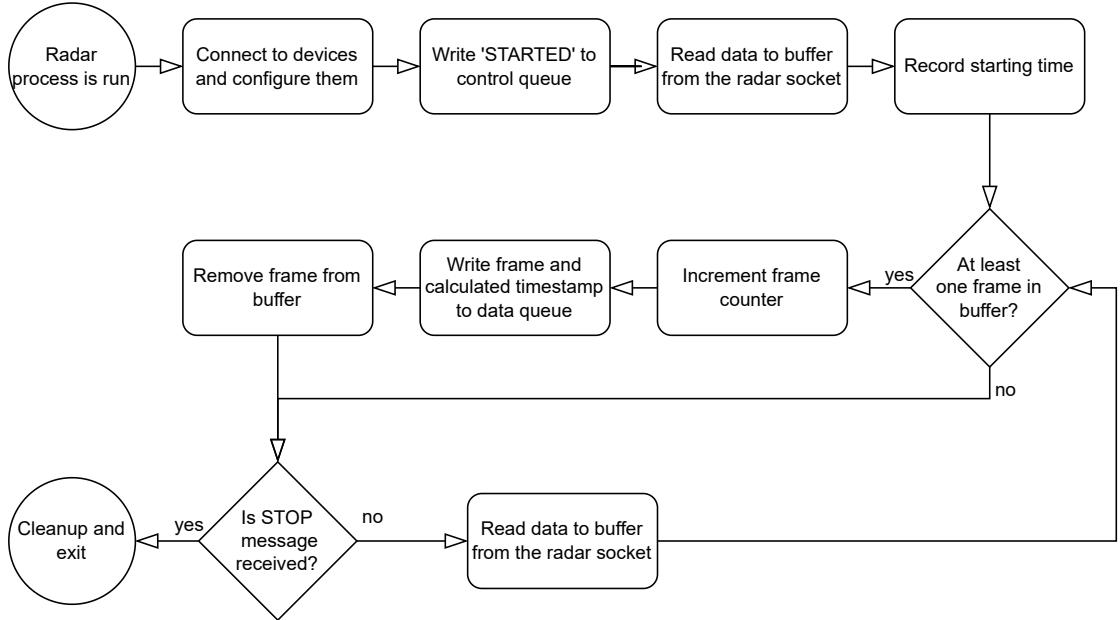
```

17 After the end synchronization procedure is finished, the Recorder will flush the data  
 18 queues discarding all remaining data, and close the file handles. After freeing the re-  
 19 sources and flushing the queues, the process will exit.

## 20 3.2 Radar block

21 The radar module actually consists of two devices: the Texas Instruments IWR6834ISK  
 22 and the DCA1000EVM Radar Data capture card. In this section, the former is referred to  
 23 as the "radar device" and the latter as the "capture card". The radar device connects to  
 24 the computer via USB and implements a simple serial interface. The capture card uses  
 25 Internet Protocol version 4 to connect to the computer and transfers data over the User  
 26 Datagram Protocol.  
 27 In the Radar block, the Pyserial third-party library is used to connect to the serial interface.  
 28 The Pyserial library implements an easy-to-use high-level serial port API (Application  
 29 Programming Interface). [45] The serial port was configured to use a baud rate of 115200  
 30 bps and no parity.  
 31 For reading data from the capture card, the built-in Socket library is used. The Socket  
 32 library implements the Berkeley Socket interface. By default, the capture card is listening  
 33 at address 192.168.33.180:4096 and sends data to address 192.168.33.30:4098.  
 34 The addresses could be configured differently, but it was deemed easier to just configure  
 35 an extra IPv4 (Internet Protocol version 4) address to the host computer. [21]  
 36 In the initialization phase, the Radar block configures the radar device and the capture  
 37 card. Configuring the radar device is done by writing a special configuration file to the

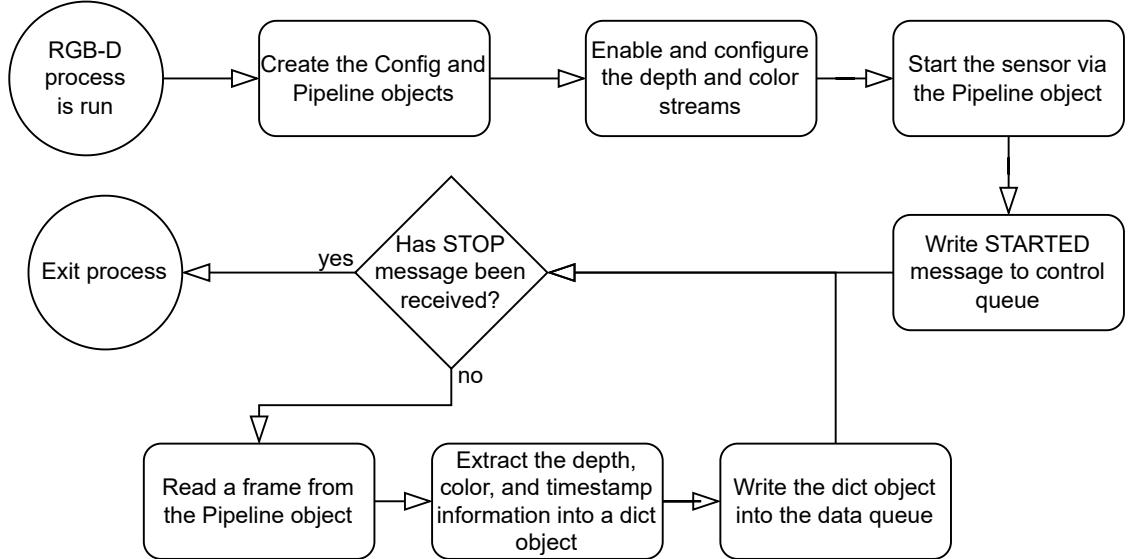
- 1 serial interface. The exact format of the configuration file is documented in the Texas  
 2 Instruments mmWave SDK user guide [20]. The configuration file used during the testing  
 3 and development of this system is included as Appendix A.
- 4 The capture card is configured by transmitting special configuration packets to the ad-  
 5 dress it is listening to. The packets consist of a header (0x055A), a two-byte unsigned  
 6 integer length field, command identifier, body, and a footer (0xEEAA). The commands are  
 7 listed in the DCA1000EVM user guide [21] and the details of the command bodies are  
 8 documented in DCA1000EVM CLI Software Developer guide, which is included in the  
 9 Texas Instruments mmWave studio collection of tools [46]. For the sake of availability,  
 10 the commands and their bodies are also documented in Appendix B. While most settings  
 11 are left to default values, the LVDS mode is changed to 2lane and Data format mode is  
 12 changed to 16-bit. This is done via the CONFIG\_FPGA\_GEN\_CMD\_CODE command  
 13 (Appendix B, Section B.3).
- 14 After configuration is done, the devices must also be started. The radar device can be  
 15 started by writing "sensorStart\n" to the serial interface. The capture card is started by  
 16 sending the RECORD\_START\_CMD\_CODE (Appendix B, Section B.5). The capture card  
 17 should then respond with status 0, indicating that the recording has been successfully  
 18 started, thus concluding the initialization phase.
- 19 After starting the radar device and the capture card, the Radar module writes the STARTED █  
 20 message to the control queue and begins its primary function phase. In the primary func-  
 21 tion, the Radar module listens to the socket 192.168.33.30:4098 and reads data from  
 22 it whenever available.
- 23 The Radar process can read the number of samples per frame from the radar configura-  
 24 tion file. With this information, it is possible to organize the received data into frames and  
 25 write them into the data queue frame-by-frame. The inter-frame time is also known from  
 26 the configuration file. The radar device or the capture card do not add any timing infor-  
 27 mation to the outputted data. The Radar process therefore records the current time when  
 28 the first byte of the first frame is received, i.e. the starting time. The starting time is then  
 29 used to calculate time stamps for the frames. For each received frame, a counter is incre-  
 30 mented. The time offset of the frame is calculated from the counter and the inter-frame  
 31 time and added to the starting time to form the time stamp for the frame.
- 32 The process simply reads data from the socket to a buffer until the buffer contains a single  
 33 frame. When enough data is in the buffer, a dict-object containing the data of the frame  
 34 and a time stamp for the frame is written into the data queue. The frame is then deleted  
 35 from the beginning of the buffer and the loop is continued until the STOP message is  
 36 received. The flow of the Radar module is represented as a flow chart in Figure 3.3.

**Figure 3.3.** Flow of the Radar module

- 1 After the STOP message is received, all the sockets and serial connections are closed.
- 2 Additionally, the remaining data from the buffer is discarded and the data queue is closed
- 3 from being written to. Thus, the clean up is concluded and the Radar process exits.

### 4 3.3 RGB-D block

- 5 Intel provides the Librealsense library for working with the camera with multiple program-
- 6 ming languages. For this implementation, the Pyrealsense2 library was used, which im-
- 7 plements Python bindings for the Librealsense library. [34] The Librealsense provides a
- 8 high-level API for configuring the device and reading data from it. Configuring is done via
- 9 a Config object and reading data is done via a Pipeline object. [35]
- 10 In the initialization phase of the RGB-D process, the Config and Pipeline objects are
- 11 created. The used data streams must be explicitly enabled via the Config object. The
- 12 depth and color streams are enabled. The functions that enable the streams also con-
- 13 figure the frame rate, resolution, and number format for the data. In this implementation,
- 14 the resolutions and frame rates are read from a configuration file provided by the user.
- 15 The colored stream is configured to output data in the RGB8 format, where each pixel is
- 16 represented by three bytes. The bytes are one-byte unsigned integers. The first byte is
- 17 the red value, second byte is the green value and third byte is the blue value. The depth
- 18 stream is configured to output data as 2-byte floating point numbers, where each pixel, or
- 19 a 2-byte floating point number, represents the distance from the camera in the direction
- 20 of the pixel.
- 21 After configuring the data streams, the Pipeline object is used to start the sensor. After

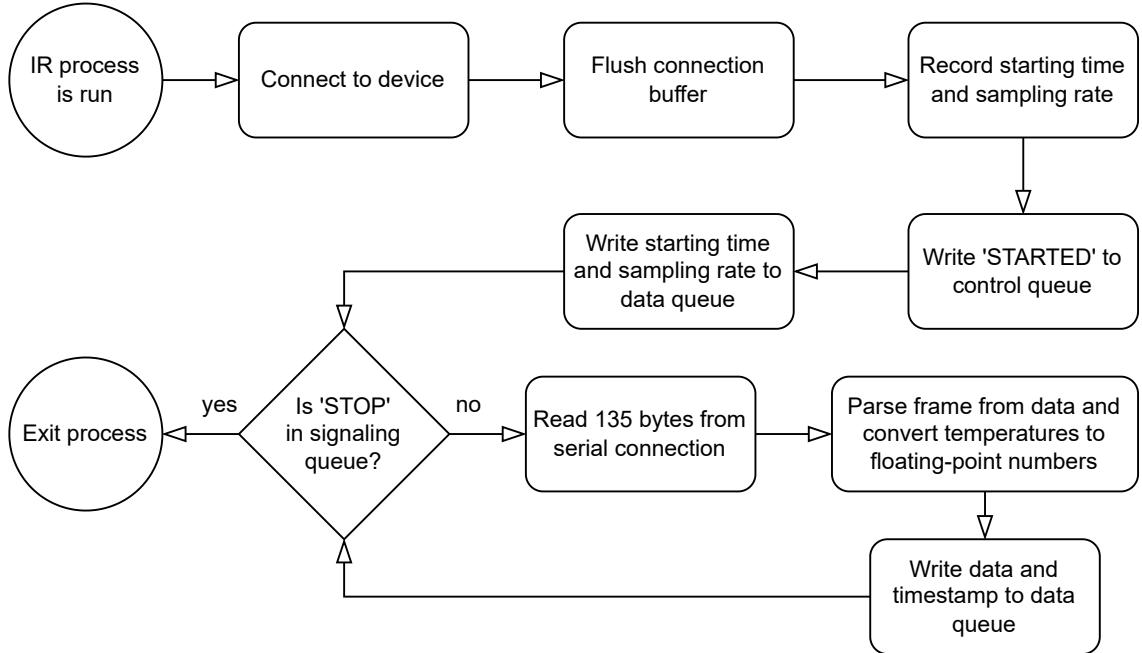


**Figure 3.4.** Flow of the RGB-D process

- 1 the sensor has been started, the process writes the STARTED message to the control queue and enters its primary function.
- 2 In the primary function, the process reads frames from the Pipeline object using a member function of the Pipeline object that blocks until a frame is available. The function call returns a `composite_frame` object that contains the stream data, a time stamp, and some other less interesting metadata. The RGB-D process reads the color stream data and the depth stream data into arrays and stores them in a dict object along the time stamp for the frame, which is also read from the `composite_frame`. The dict object is then written into the data queue and the process is repeated until the STOP message is received from the control queue.
- 3 When the STOP message is received, the RGB-D process transitions into its cleanup phase. In the cleanup phase, the process simply exits, which calls the destructors of the Pyrealsense2 objects, which in turn stop the sensors and free their allocated resources.
- 4 Figure 3.4 illustrates the flow of the RGB-D process.

### 15 3.4 Infrared block

- 16 Similar to the TI IWR6843ISK, the Panasonic GRID-EYE implements a simple serial interface over USB. Pyserial was also used for connecting to the GRID-EYE. Two kinds of packets are implemented for the GRID-EYE protocol: Sensor Data frames and Command frames. The Command frames are used by the connecting computer to configure the device and after being started, the device will write Sensor Data frames to the serial port. The Command frames can be used to set the sensor into either 10 FPS (Frames Per Second) for 1 FPS mode. [37] The sensor is used in the 10 FPS mode in the system,

**Figure 3.5.** Flow of the IR process

- <sup>1</sup> because the 1 FPS mode is only the sum of every 10 frames and similar effect can easily
- <sup>2</sup> be achieved by post-processing the data after recording [36].
- <sup>3</sup> In the initialization phase, the IR process opens the serial port (9600 bps, no parity, one
- <sup>4</sup> stop bit, 8-bit byte size). The device requires no further configuration as it operates in
- <sup>5</sup> the 10 FPS mode by default. After opening the serial port, the data in the serial port
- <sup>6</sup> is flushed, and the STARTED message is written to the control queue, concluding the
- <sup>7</sup> initialization phase.
- <sup>8</sup> After the initialization phase, the process immediately begins the primary function. In the
- <sup>9</sup> primary function, the process reads data from the serial port in 135-byte chunks. The
- <sup>10</sup> 5th–132th (0-indexing) bytes contain the temperatures for each of the pixels as two-byte
- <sup>11</sup> little-endian integers. Every two bytes is a multiple of four of the temperature reading.
- <sup>12</sup> The Python built-in Struct library is used to unpack the raw data to numeric values. Con-
- <sup>13</sup> veniently, two-byte floating point numbers can accurately represent integer multiples of
- <sup>14</sup> 0.25. Using this knowledge, the unpacked numbers are divided by four and repacked as
- <sup>15</sup> two-byte floating point numbers. The repacked floating point numbers are then stored
- <sup>16</sup> in a dict object with a time stamp that is sourced from the computer clock using the
- <sup>17</sup> perf\_counter function from the Python built-in Time library. The process is then re-
- <sup>18</sup> peated until the STOP message is received from the control queue.
- <sup>19</sup> After receiving the STOP signal, the clean-up phase begins. In the clean up, the process
- <sup>20</sup> simply exits, which frees the serial port file handle. No other resources were allocated in
- <sup>21</sup> the process. The flow of the system is illustrated in Figure 3.5.

### 3.5 Microphone block

Unlike the other devices, the data produced by the microphone cannot be organized into frames. It produces a continuous stream of data on all 16 channels at a configurable sampling rate and bit depth. The SoundDevice library is used for interfacing with the device [38]. It provides Python bindings for the PortAudio library, which, among other features, has the ability to pick a sound device, configure it to a wished sampling rate and bit depth, and record audio from it [40].

Picking a device is done via the `query_devices` function, which returns information about available devices. It accepts two arguments. The first argument is a numeric device ID or the name of the device as a string. If the first argument is given, only the information of one device is returned. The second parameter can be used to list only input or output devices. [38].

The SoundDevice library implements an API, where `Stream` objects are created and attached to audio devices. The `Stream` objects can then write to and read from devices. A callback function may be passed to the constructor of the `Stream` object, which is periodically called automatically by the PortAudio library. The callback function handles writing data to the device and provides access to the read data. [47]

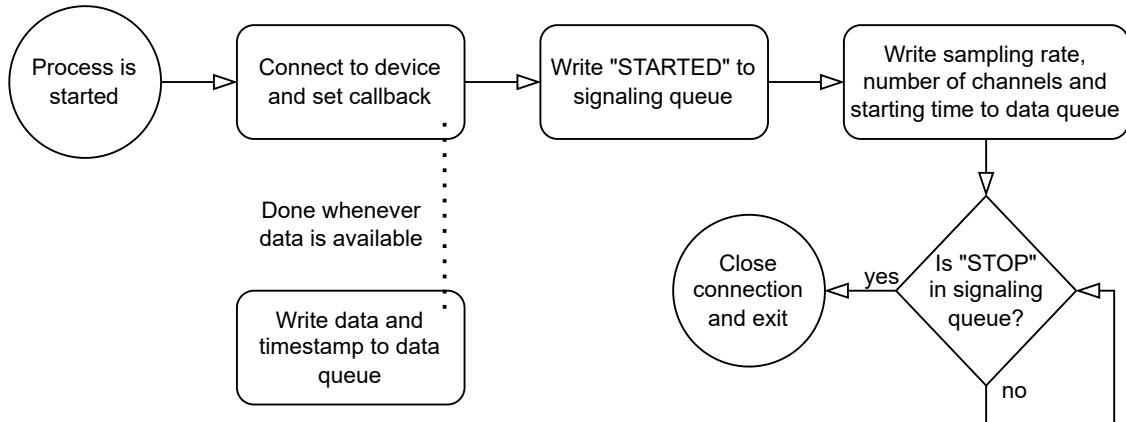
The callback function may also be omitted, in which case reading and writing should be done via the blocking `read` and `write` functions. Using the callback function is the preferred way of using the interface, as the callback function automatically has a high processing priority. To achieve robust audio with minimal latency, the callback function should not call functions with long or unpredictable execution times. [47]

After the `Stream` object has been instantiated, the stream must also be started. This can be done via `start` and `stop` functions. The stream objects are also context managers and when used in the `with`-statement, the `start` and `stop` functions are automatically called in the beginning and end of the statement, respectively. [47] Context managers and the `with` statement are a part of the Python programming language.

The initialization phase of the Microphone module finds the correct sound device and constructs and `InputStream` context manager, which is a specialized `Stream` object that can only be used for input devices. Searching the device is done via the `query_devices` function with the first argument set to "micArray16". The device is then set as the default device in the SoundDevice library. Upon instantiation, the `InputStream` object will utilize the default device without further configuration.

The configuration is done in the constructor of the `InputStream` object. The sampling rate is set to 44.1 kHz, bit depth to 32 bits and recording is done on all 16 channels of the device. After instantiating the `InputStream` object, the `STARTED` signal is written to the

- 1 control queue and the primary function is entered, ending the initialization phase.
- 2 The primary function is a simple busy-loop that observes the control queue. The process runs until the STOP message is read from the control queue. While waiting for the STOP message, the callback function is being periodically called by the PortAudio library. The callback function writes data from the device to the data queue along the timestamp for when the callback was called. The timestamp is derived using the `perf_counter` function from the built-in Time library.



**Figure 3.6.** Flow of the Microphone block

- 8 When the STOP message is received from the control queue, the aforementioned busy-loop exits, ending the `with`-statement and stopping the `InputStream` instance. The Microphone process then exits. The logic of the Microphone process is presented as a flowchart in Figure 3.6.

## 12 3.6 Using the software

- 13 The software is started via a CLI (Command Line Interface) that is implemented using the Python built-in `argparse` library. Three positional arguments must be provided for the program: `activities`, `config`, and `outdir`. All of the arguments are file paths.
- 16 The first argument, `activities`, can be used to provide a list of activities for the software.
- 17 This can be used for semi-automatic activity labelling during the recording process. This is useful when recording a predetermined list of activities. The activities must be separated by newline (`\n`) characters. The software outputs a CSV (Comma Separated Value) file which contains the same list of activities, but each activity is assigned a timestamp. The file can also be empty, in which case no timestamps will be recorded other than the starting and stopping time.
- 23 The second argument, `config`, is a configuration file for the program. The values present

1 in the file are used to configure the sensors. The file must follow the YAML data serializa-  
2 tion language. An example file is provided in Listing 3.3.

***Listing 3.3. Example configuration file***

```
3 radar:  
4     config: filename  
5 camera:  
6     resolution: [width, height]  
7     fps: integer
```

8 Under the key `radar`, the `filename` that is the value of `config` must refer to a con-  
9 figuration file for the TI IWR6843ISK radar device. Under the key `camera`, the value of  
10 `resolution` must be a two-element list whose values are some supported resolution of  
11 the Intel RealSense 435i camera. Similarly, the `fps` must be some supported frame rate  
12 of the camera. The values under the key `camera` are used for both the RGB and Depth  
13 stream. The IR and microphone devices should preferably be configured via the same  
14 file but due to time constraints, they were left hardcoded.

15 The last argument, `outdir`, must be a directory path. The files created by the software  
16 are written into this directory. The output files and their exact formats are documented in  
17 Chapter 4.

## 1    4. OUTPUT FILE FORMATS AND POST-PROCESSING

2    The software outputs seven files: five sensor data files, a metadata file, and a file con-  
 3    taining time stamps and labels. The file names and a general description of the content  
 4    is documented in Table 4.1.

File name	Description
audio.wav	Microphone samples
depth.raw	Depth camera record
ir.raw	IR camera record
metadata.yaml	Metadata
radar.raw	Radar samples
rgb.raw	RGB camera record
timestamps.csv	Activity labels and time stamps

**Table 4.1.** Files output by the software

5    The sensor data files contain unprocessed (raw) data outputted by the sensors; only the  
 6    data in `ir.raw` has been repacked into a different number format. To extract meaningful  
 7    data from the files, the file formats must be understood. Additionally, it may be beneficial  
 8    to perform some post-processing for the data, especially in the case of the `radar.raw`  
 9    file.  
 10   The following sections will document the exact formats of the file and present some rele-  
 11   vant data processing algorithms for each data file format.

### 12   4.1 Activity labels and time stamps

13   The activity labels and their corresponding time stamps are stored in the file `timestamps.csv`.  
 14   As implied by the file name, the file follows the CSV format, delimited by the comma char-  
 15   acter (",", unicode U+002C). The file contains two columns. The first column contains  
 16   time stamps and the second column contains labels. Listing 4.1 provides an example of  
 17   the file.

***Listing 4.1.*** Example timestamps.csv file.

```

1 0.000506,sitting
2 1.689381,stand_up
3 4.106970,walking
4 7.184435,pick
5 9.060120,walking
6 12.494,STOP

```

7 The activities are sorted by time in an ascending order. The time stamps tell the time  
8 elapsed since the beginning of the recording. The frame rate for each sensor is recorded  
9 in the `metadata.yaml` file. Based on the timestamps and the frame rate of each sensor,  
10 the mapping between frames and labels can be made. The time of recording  $t_{\min}$ ,  $t_{\max}$   
11 for a given frame can be calculated via equation 4.1, where  $N_s$  is the sampling rate of the  
12 sensor and  $n$  is the frame number.

$$\begin{cases} t_{\min} = \frac{n}{N_s} \\ t_{\max} = \frac{n+1}{N_s} \end{cases} \quad (4.1)$$

13 Given  $t_{\min} \leq T < t_{\max}$ , where  $T$  is the timestamp of an activity, the activity should be  
14 mapped to the frame.

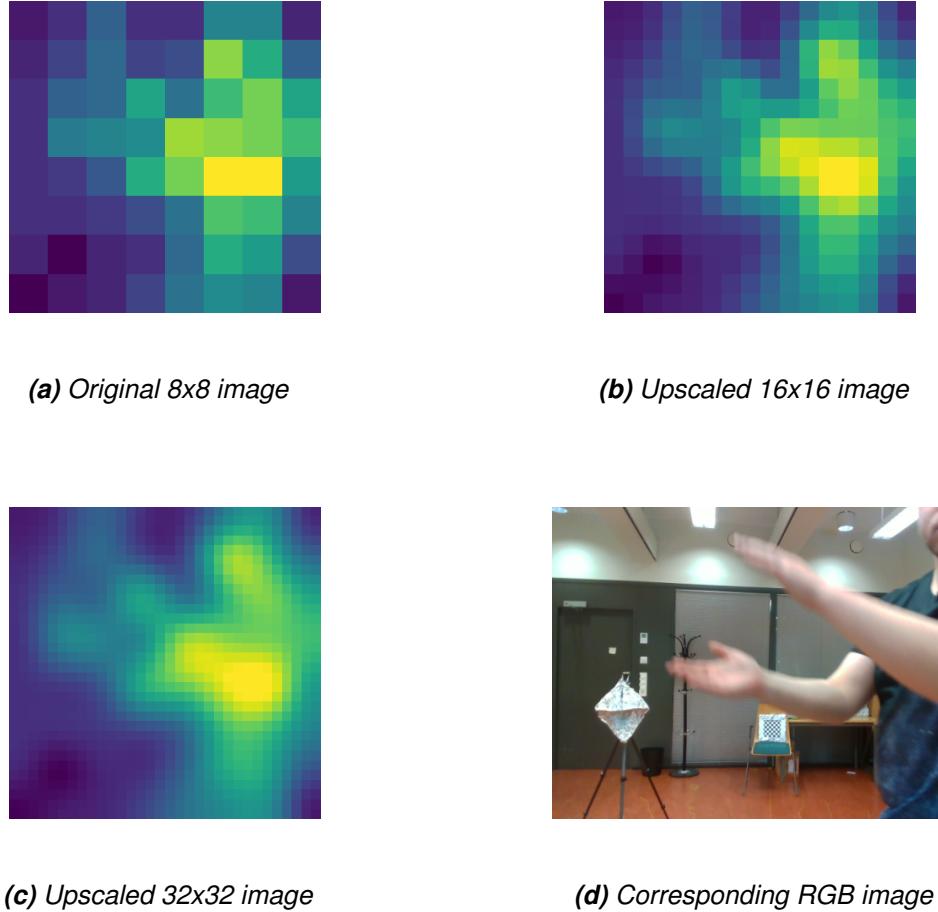
## 15 4.2 IR camera record

16 The frames produced by the infrared block consist of 64 numbers (8x8 pixels). The frames  
17 are stored in the `ir.raw` file. Each pixel is represented by a half-precision (16-bit) floating  
18 point number. The values represent the recorded temperatures in each pixel.  
19 The pixels of each frame are stored in row-major order, thus denoting the vector contain-  
20 ing the recorded values as  $\mathbf{d}$ , the frames can be represented by equation 4.2, where  $\mathbf{F}_z$   
21 is the  $z$ :th frame,  $n$  is the row of a pixel and  $m$  is the column of a pixel.

$$\forall n \in [0, 7] \wedge m \in [0, 7] \wedge j \in \left[0, \frac{|d|}{64}\right] : \mathbf{F}_z(n, m) = \mathbf{d}(64z + 8n + m) \quad (4.2)$$

22 The origin of the image is in the upper left corner. Figure 4.1a shows an example frame  
23 parsed from the file and 4.1d shows the corresponding RGB image. The data in frame  
24  $\mathbf{F}_z$  may be used as-is, but the resolution of the image may be increased by interpolating.  
25 Figures 4.1b and 4.1c illustrate the effects of increasing the resolution of the original im-  
26 age to 16x16 and 32x32 using cubic interpolation. A code example in Python for parsing

<sup>1</sup> the frames from the file is given in Appendix C.



**Figure 4.1.** An IR frame interpolated to different higher resolutions and the corresponding RGB frame.

### <sup>2</sup> 4.3 Radar samples

- <sup>3</sup> The Texas Instruments mmWave Radar Device ADC Raw Data Capture application report
- <sup>4</sup> defines multiple data formats for the DCA1000EVM data output format, which is also the
- <sup>5</sup> format the data is stored in the `radar.raw` file [22]. Combined with the TI6843ISK radar
- <sup>6</sup> module, the data formats are limited to only one option [20]. The data is sampled in the
- <sup>7</sup> I/Q (In-phase/Quadrature) format. Given there are  $N$  samples per chirp,  $M$  chirps per
- <sup>8</sup> frame, and  $K$  active receivers, the data can be arranged to radar cubes and frames via
- <sup>9</sup> the procedure explained in Section 4.3.1.
- <sup>10</sup> After the raw data has been rearranged into radar cubes and frames of complex data,
- <sup>11</sup> numerous radar processing algorithms can be applied to the data to extract valuable in-
- <sup>12</sup> formation about the targets. Algorithms for detecting targets in the range-azimuth domain
- <sup>13</sup> and obtaining time-doppler spectra for the targets are presented in Section ??.

- 1 Throughout this section, the symbols listed in Table 4.2 are used. The values represented  
 2 by the symbols are stored in the `metadata.yaml` file under the `radar` section. The keys  
 3 that correspond to the values of the symbols and the meanings of the symbols, are also  
 4 listed in the table.

Symbol	Key	Meaning
$N$	<code>samples_per_chirp</code>	Number of samples per chirp
$M$	<code>chirps_per_frame</code>	Number of chirps per frame
$K$	<code>num_channels</code>	Number of active receivers
$T_c$	<code>chirp_cycle_time</code>	Time between each frame [s]
–	<code>framerate</code>	Number of frames (radar cubes) recorded per second [Hz]
$F_s$	<code>samplerate</code>	Sampling frequency in the receivers [Hz]
$S$	<code>slope</code>	Slope of the transmitted chirp [Hz/s]

**Table 4.2.** Symbols used throughout this section, their corresponding keys in the `metadata.yaml` file and their meanings. Framerate is not used in this section, thus it has no symbol.

### 5 4.3.1 Radar file format

- 6 Based on the metadata, the raw samples in the `radar.raw` file can be rearranged into  
 7 radar cubes. Each radar cube consists of  $N \times M \times K$  complex samples as illustrated in  
 8 Figure 4.2 Each complex sample in the raw data consists of two values: the in-phase and  
 9 the quadrature component. Both components are represented as 16-byte integers in the  
 10 raw data.
- 11 Denoting the raw 16-byte integer samples as  $\mathbf{d}$ , the real (in-phase) and imaginary (quadra-  
 12 ture) components of the complex samples can be extracted with the following formulas:

$$\forall x \in \left[0, \frac{|d|}{2}\right] \begin{cases} \mathbf{d}_r(x) = \mathbf{d}(4x) & , \mod(n, 2) = 0 \\ \mathbf{d}_i(x) = \mathbf{d}(4x + 2) \\ \mathbf{d}_e(x) = \mathbf{d}(4x + 1) & , \mod(x, 2) \neq 0 \\ \mathbf{d}_i(x) = \mathbf{d}(4x + 3) \end{cases} \quad (4.3)$$

- 13 where  $\mathbf{d}_r(x)$  is the  $x$ :th element of the vector containing the real samples, and alike,  
 14  $\mathbf{d}_i(x)$  is the  $x$ :th element of the vector containing the imaginary samples. Thus, the vector  
 15 containing the complex samples  $\mathbf{s}$  is given by equation 4.4, where  $j$  is the imaginary unit.

$$\mathbf{s} = \mathbf{d}_r + j\mathbf{d}_i \quad (4.4)$$

- <sub>1</sub> Each  $N \times M \times K$  elements of  $\mathbf{s}$  constitute a single radar cube. The samples for the  $z$ :th  
<sub>2</sub> cube (or frame), denoted as  $\mathbf{s}_z$ , can be extracted from  $\mathbf{s}$  as given by equation 4.5

$$\mathbf{s}_z = \left[ \mathbf{s}(zNMK) \quad \mathbf{s}(zNMK + 1) \quad \dots \quad \mathbf{s}(zNMK + (NMK - 1)) \right]^T \quad (4.5)$$

- <sub>3</sub> Each radar cube consists of  $M \times K$  chirps, whereas each chirp consists of  $N$  samples.  
<sub>4</sub> Each  $N$  samples in  $\mathbf{s}$  constitutes for a chirp, thus the  $m$ :th chirp in  $\mathbf{s}_z$ , i.e.  $\mathbf{c}_m$ , is given by  
<sub>5</sub> equation 4.6.

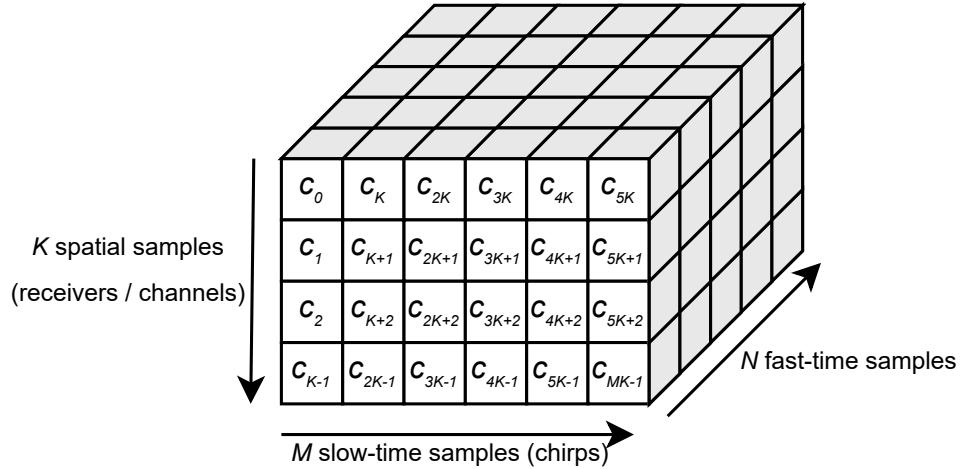
$$\mathbf{c}_m = \left[ \mathbf{s}_z(mN) \quad \mathbf{s}_z(mN + 1) \quad \dots \quad \mathbf{s}_z(mN + (N - 1)) \right]^T \quad (4.6)$$

- <sub>6</sub> The chirps are organized in such way in the data that each  $K$  chirps are sampled at the  
<sub>7</sub> same time, but in different receivers. Thus, the frame  $\mathbf{s}_z$  can be reshaped into a tensor  $\mathbf{S}_z$   
<sub>8</sub> via the transformation given by equation 4.7.

$$\mathbf{S}_z = \begin{bmatrix} \mathbf{c}_0 & \mathbf{c}_K & \mathbf{c}_{2K} & \dots & \mathbf{c}_{(M-1)K} \\ \mathbf{c}_1 & \mathbf{c}_{K+1} & \mathbf{c}_{2K+1} & \dots & \mathbf{c}_{(M-1)K+1} \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ \mathbf{c}_{K-1} & \mathbf{c}_{2K-1} & \mathbf{c}_{3K-1} & \dots & \mathbf{c}_{MK-1} \end{bmatrix} \quad (4.7)$$

- <sub>9</sub> For each sample in  $\mathbf{S}_z$  that has the same first dimension index has an equal sampling  
<sub>10</sub> time. The sampling time increases by  $T_c$  for each index in the second dimension of  $\mathbf{S}_z$   
<sub>11</sub> and by  $\Delta t$  for each index in the third dimension. The third dimension is the index of the  
<sub>12</sub> vectors  $\mathbf{c}_m$ . The dimensions of the tensor  $\mathbf{S}_z$  are therefore equal to the radar data cube  
<sub>13</sub> presented in Figure 4.2.  
<sub>14</sub> Using the described transformations, the vector  $\mathbf{s}$  can be transformed into a 4-dimensional  
<sub>15</sub> tensor  $\mathbf{S}$

$$\mathbf{S} = \left[ \mathbf{S}_0 \quad \mathbf{S}_1 \quad \mathbf{S}_2 \quad \dots \quad \mathbf{S}_Y \quad \right]^T, \quad (4.8)$$



**Figure 4.2.** Radar cube with dimensions corresponding to  $S_y$ .

- 1 where  $Y = |\mathbf{s}| \div (NMK)$  is the number of recorded frames. The Appendix D presents
- 2 an example of parsing the tensor  $\mathbf{S}$  from the `radar.raw` file using Python and Numpy.
- 3 To turn the radar data cubes into useful information, multiple data processing algorithms
- 4 can be applied to the data. Since most HAR methods for radar signals use the Doppler-
- 5 spectrum, the most interesting information is the target positions and the Doppler spectra
- 6 [8]. The position information can be used to track the targets and get continuous time-
- 7 Doppler data for a given target. Additionally, the position information can be used to aid
- 8 in the microphone beam forming.
- 9 Section 4.3.2 briefly covers the methods for extracting the range-azimuth information from
- 10 the radar samples. Section 4.3.4 briefly covers the methods for detecting and tracking
- 11 targets from the data, and finally, Section 4.3.3 briefly covers the FFT (Fast Fourier Trans-
- 12 form) based algorithm for extracting the Doppler-spectrum.

### 13 **4.3.2 Range-azimuth spectrum**

- 14 For extracting the range-azimuth data from the radar signals, 2D-MUSIC (2-Dimensional
- 15 Multiple Signal Classification) is one of the most attractive methods. Compared to the
- 16 traditional FFT based methods, the 2D-MUSIC can achieve significantly better resolution
- 17 in both the angular domain and the range domain [48]. A major downside of the 2D-
- 18 MUSIC algorithm is extremely high computational load and memory usage. The use
- 19 of FPGAs (Field-Programmable Gate Arrays) or ASICs (Application Specific Integrated
- 20 Circuits) may be used in applications to make the computations faster.
- 21 The radar device used in the sensor assembly can be configured to switch between two
- 22 transmitting antennas, such that odd chirps are transmitted on a different antenna than
- 23 even chirps. If this feature is used, the effective amount of spatial channels in the radar

- <sup>1</sup> data is  $2K$ , and each two radar cubes can be combined along the first axis to form another  
<sup>2</sup> data cube.[19] Based on this, a new tensor  $\mathbf{S}'$  can be defined along a new variable  $K'$   
<sup>3</sup> that is the number of active receivers.

$$\begin{cases} \mathbf{S}'(z) = (\mathbf{S}(2z)|\mathbf{S}(2z+1)) \\ K' = 2K \end{cases}, \text{ if switching between transmitters} \quad (4.9)$$

$$\begin{cases} \mathbf{S}'(z) = \mathbf{S}(z) \\ K' = K \end{cases}, \text{ otherwise} \quad (4.10)$$

- <sup>4</sup> The tensor augmentation operation  $(\mathbf{A}|\mathbf{B})$  is defined by the transformation  
<sup>5</sup>  $(\mathbf{A}^{K \times N \times M}, \mathbf{B}^{K \times N \times M}) \rightarrow (\mathbf{A}|\mathbf{B})^{2K \times N \times M}$ , given by equation 4.11 where the magnitude  
<sup>6</sup> of each element  $|(\mathbf{A}|\mathbf{B})(k, n)| = M$ .

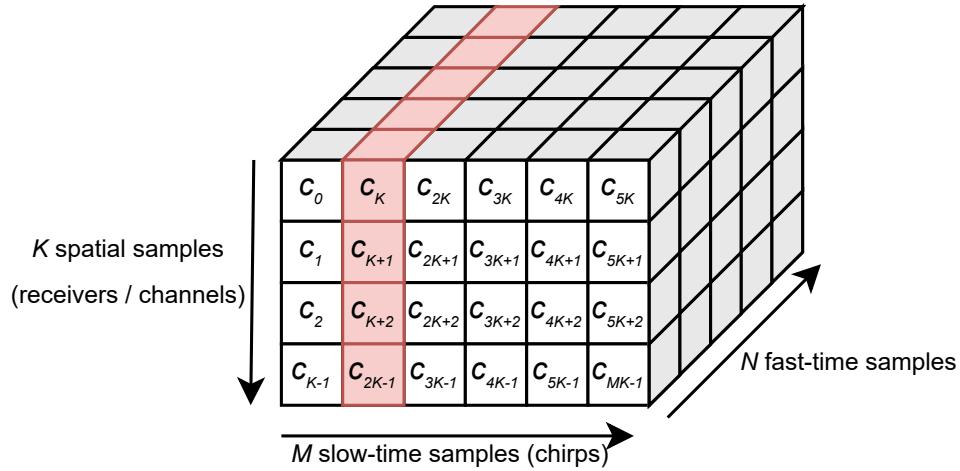
$$(\mathbf{A}|\mathbf{B}) = \begin{bmatrix} \mathbf{A}(0, 0) & \mathbf{A}(0, 1) & \dots & \mathbf{A}(0, M) \\ \mathbf{A}(1, 0) & \mathbf{A}(1, 1) & \dots & \mathbf{A}(1, M) \\ \vdots & \vdots & \ddots & \vdots \\ \mathbf{A}(K, 0) & \mathbf{A}(K, 1) & \dots & \mathbf{A}(K, M) \\ \mathbf{B}(0, 0) & \mathbf{B}(0, 1) & \dots & \mathbf{B}(0, M) \\ \mathbf{B}(1, 0) & \mathbf{B}(1, 1) & \dots & \mathbf{B}(1, M) \\ \vdots & \vdots & \ddots & \vdots \\ \mathbf{B}(K, 0) & \mathbf{B}(K, 1) & \dots & \mathbf{B}(K, M) \end{bmatrix}, \quad (4.11)$$

- <sup>7</sup> Using these definitions, the 2D-MUSIC spectrum can be calculated. The first and third  
<sup>8</sup> dimension of the tensor  $\mathbf{S}'$  constitute for the samples recorded during a single dwell, i.e.  
<sup>9</sup> a chirp. It can be represented by the tensor  $\mathbf{D}_m$ , given by equation 4.12. The part of the  
<sup>10</sup> data cube represented by  $\mathbf{D}_m$  is highlighted in Figure 4.3.

$$\mathbf{D}_m = [\mathbf{S}'(0, m) \quad \mathbf{S}'(1, m) \quad \dots \quad \mathbf{S}'(K', m)]^T \quad (4.12)$$

Symbol	Definition
$k$	Index of an antenna in the receiving uniform linear array
$n$	Index of a fast-time sample in $\mathbf{c}_z$
$L$	Number of reflecting radar targets
$\alpha_l$	Amplitude of the reflected signal from the $l$ :th target
$e^{j\varphi_l}$	Phase of the reflected signal from the $l$ :th target
$R$	Range from the receiver to the $l$ :th target
$\Delta F$	The bandwidth of the signal during the sampling time
$\Delta t$	Sampling time: inverse of the sampling frequency
$c$	The speed of light
$T$	Dwell time: $N\Delta t$
$\theta_l$	Angle of arrival of the signal reflected from the $l$ :th target
$\omega(k, n)$	Additive white Gaussean noise in the $n$ :th sample of the $k$ :th receiver

**Table 4.3.** Definitions of the symbols used in equation 4.13.



**Figure 4.3.** The part of the radar data cube represented by the tensor  $\mathbf{D}_m$  is highlighted in red ( $m = 1$ ).

- <sup>1</sup> Under the narrowband assumption, the samples of the tensor  $\mathbf{D}_m$  can be modeled as
- <sup>2</sup> given by equation 4.13 [49]. The symbols used in the equation are defined in Table 4.3.

$$\mathbf{D}_m(k, n) = \sum_{l=0}^{L-1} \alpha_l e^{j\varphi_l} e^{j2\pi \frac{2R_l \Delta F}{cT} n \Delta t} e^{j\frac{2\pi}{\lambda} dk \sin \theta_l} + \omega(k, n). \quad (4.13)$$

- <sup>3</sup> The tensor  $\mathbf{D}_m$  also be represented in matrix format as shown by the equations 4.14–
- <sup>4</sup> 4.19.

$$\mathbf{D}_m = \mathbf{AXR} + \mathbf{W} \quad (4.14)$$

$$\mathbf{A} = \begin{bmatrix} \mathbf{a}(\theta_0) & \mathbf{a}(\theta_1) \dots & \mathbf{a}(\theta_{L-1}) \end{bmatrix}_{K \times L} \quad (4.15)$$

$$\mathbf{X} = \begin{bmatrix} \alpha_0 e^{j\varphi_0} & & & \\ & \alpha_1 e^{j\varphi_1} & & \\ & & \ddots & \\ & & & \alpha_{L-1} e^{j\varphi_{L-1}} \end{bmatrix}_{L \times L} \quad (4.16)$$

$$\mathbf{R} = \begin{bmatrix} \mathbf{r}(R_0) & \mathbf{r}(R_1) \dots & \mathbf{r}(R_{L-1}) \end{bmatrix}_{N \times L} \quad (4.17)$$

$$\mathbf{a}(\theta_l) = \left[ 1 \quad e^{j\frac{2\pi}{\lambda}d \sin \theta_l} \quad \dots \quad e^{j\frac{2\pi}{\lambda}d(K-1) \sin \theta_l} \right]_{1 \times K}^T \quad (4.18)$$

$$\mathbf{r}(R_l) = \left[ 1 \quad e^{j2\pi\frac{2R_l \Delta F}{cT} \Delta t} \quad \dots \quad e^{j2\pi\frac{2R_l \Delta F}{cT}(N-1) \Delta t} \right]_{1 \times N} \quad (4.19)$$

- 1 Equation 4.14 is equivalent to equation 4.13. In equation 4.14,  $\mathbf{A}$  is the angle steering  
 2 matrix consisting of the steering vectors  $\mathbf{a}(\theta_0) \dots \mathbf{a}(\theta_{L-1})$ . The matrix  $\mathbf{S}$  is the range  
 3 steering matrix which consists of the range steering vectors  $\mathbf{r}(R_0) \dots \mathbf{r}(R_{L-1})$ . The  
 4 diagonal matrix  $\mathbf{X}$  contains the complex amplitudes and phases of the reflected signals.  
 5 Finally, the  $\mathbf{W}$  is the additive white Gaussean noise matrix. Using this information, the  
 6 2D-MUSIC algorithm can be applied to calculate the range-azimuth spectrum.
- 7 The 2D-MUSIC algorithm is based on evaluation of the covariance matrix of the received  
 8 signal and the separation of noise and target signal subspaces. Multiple sweeps (chirps)  
 9 are typically used for evaluating the covariance matrix. The noise and target signal sub-  
 10 spaces are estimated from the covariance matrix by applying eigenvalue decomposition  
 11 to the covariance matrix. The resulting eigenvalues are then used to estimate the num-  
 12 ber of targets to separate the subspaces. The 2D-MUSIC spectrum is then estimated  
 13 from the correlation of the noise subspace and the range-azimuth steering matrix given  
 14 by equation 4.31. [48]
- 15 When the reflected signals are correlated, which is the case when a target spans multiple  
 16 range or angle bins, the dimension of the signal subspace is not equal to the number of  
 17 targets. This can be solved by applying smoothing techniques, such as FBSS (Forward-  
 18 Backward Spatial Smoothing), to the data. [48, 50]
- 19 For a  $K' \times N$  matrix, the FBSS algorithm is applied by defining a window with dimensions  
 20  $q_1 \times q_2$ , and then scanning the data matrix in all possible positions:  $p_1 = K' - q_1$  positions  
 21 in the angular dimension and  $p_2 = N - m_2$  positions in the range dimension. For each  
 22 scanning position, the sub-matrix is flattened in column-major order to form the vector  
 23  $\mathbf{d}(\tilde{p}_1, \tilde{p}_2)$ , where  $\tilde{p}_1 \in [0, p_1]$  and  $\tilde{p}_2 \in [0, p_2]$ . The vectors  $\mathbf{d}(\tilde{p}_1, \tilde{p}_2)$  are then stacked

- 1 column-wise to form the spatial-smoothed data matrix  $\tilde{\mathbf{D}}_m$ . The scanning procedure is  
2 illustrated in Figure 4.4. [48, 49]

0,0	0,1	...	0,q <sub>2</sub>	0,q <sub>2</sub> +1	...	0,N-1
1,0	1,1		1,q <sub>2</sub>	1,q <sub>2</sub> +1		1,N-1
⋮		⋮	⋮	⋮		⋮
q <sub>1</sub> ,0	q <sub>1</sub> ,1	...	q <sub>1</sub> ,q <sub>2</sub>	q <sub>1</sub> ,q <sub>2</sub> +1	...	q <sub>1</sub> ,N-1
q <sub>1</sub> +1,0	q <sub>1</sub> +1,1	...	q <sub>1</sub> +1,q <sub>2</sub>	q <sub>1</sub> +1,q <sub>2</sub> +1	...	q <sub>1</sub> +1,N-1
⋮			⋮	⋮	⋮	⋮
K'-1,0	K'-1,1	...	K'-1,q <sub>2</sub>	K'-1,q <sub>2</sub> +1	...	K'-1,N-1

**Figure 4.4.** Scanning window procedure for the data matrix. The matrix is scanned in all possible positions where the  $q_1 \times q_2$  window can fit.

$$\tilde{\mathbf{D}}_m = [\mathbf{d}(0,0) \quad \mathbf{d}(1,0) \quad \dots \quad \mathbf{d}(p_1-1,0) \quad \mathbf{d}(0,1) \quad \mathbf{d}(1,1) \dots \quad \mathbf{d}(p_1-1,p_2-1)] \quad (4.20)$$

- 3 The resulting dimensions of  $\tilde{\mathbf{D}}_m$  are  $q_1 q_2 \times p_1 p_2$ . The vectors  $\mathbf{d}(\tilde{p}_1, \tilde{p}_2)$  are given by  
4 equation 4.21.

$$\mathbf{d}(\tilde{p}_1, \tilde{p}_2) = \begin{bmatrix} \mathbf{D}_m(\tilde{p}_1, \tilde{p}_2) \\ \mathbf{D}_m(\tilde{p}_1 + 1, \tilde{p}_2) \\ \vdots \\ \mathbf{D}_m(\tilde{p}_1 + q_1 - 1, \tilde{p}_2) \\ \mathbf{D}_m(\tilde{p}_1, \tilde{p}_2 + 1) \\ \mathbf{D}_m(\tilde{p}_1 + 1, \tilde{p}_2 + 1) \\ \vdots \\ \mathbf{D}_m(\tilde{p}_1 + q_1 - 1, \tilde{p}_2 + q_2 - 1) \end{bmatrix}_{q_1 q_2 \times 1} \quad (4.21)$$

- 5 Having formed the smoothed data matrix  $\tilde{\mathbf{D}}_m$ , the data smoothed covariance matrix  $C_{\tilde{\mathbf{D}}_m}$   
6 can then be evaluated as given by equation 4.22. The matrix  $\mathbf{J}$  in equation 4.22 is the

<sup>1</sup> transition matrix defined by equation 4.23. [48, 50]

$$\mathbf{C}_{\tilde{\mathbf{D}}_m} = \frac{1}{2p_1p_2} \left[ \tilde{\mathbf{D}}_m \tilde{\mathbf{D}}_m^H + \mathbf{J} (\tilde{\mathbf{D}}_m \tilde{\mathbf{D}}_m^H)^* \mathbf{J} \right] \quad (4.22)$$

$$J = \begin{bmatrix} 0 & 0 & \dots & 1 \\ \vdots & 0 & 1 & 0 \\ 0 & \ddots & 0 & \vdots \\ 1 & 0 & \dots & 0 \end{bmatrix}_{q_1 q_2 \times q_1 q_2} \quad (4.23)$$

<sup>2</sup> To estimate the signal and noise subspaces, the mean of the covariance matrices of mul-  
<sup>3</sup> tiple sweeps is used. The final covariance matrix used for the eigenvalue decompositon  
<sup>4</sup> is given by equation 4.24. [49]

$$\mathbf{C}_{\tilde{\mathbf{D}}} = \frac{1}{M} \sum_{m=0}^{M-1} \mathbf{C}_{\tilde{\mathbf{D}}_m} \quad (4.24)$$

<sup>5</sup> The covariance matrix  $\mathbf{C}_{\tilde{\mathbf{D}}}$  can be factorized as

$$\mathbf{C}_{\tilde{\mathbf{D}}} = \mathbf{Q} \Lambda \mathbf{Q}^H, \quad (4.25)$$

<sup>6</sup> where  $\mathbf{Q}$  contains the eigenvectors of  $\mathbf{C}_{\tilde{\mathbf{D}}}$  and  $\Lambda$  is a diagonal matrix containing the  
<sup>7</sup> corresponding eigenvalues. Given the number of targets  $L$  (equations 4.27–4.29), the  
<sup>8</sup> noise subspace  $\mathbf{Q}_n$  with dimensions  $q_1 q_2 \times p_1 p_2 - L$  can be partitioned from  $\mathbf{Q}$  as shown  
<sup>9</sup> by equation 4.26 [48].

$$\mathbf{Q}_n = \begin{bmatrix} \mathbf{Q}(L) & \dots & \mathbf{Q}(p_1 p_2 - 1) \end{bmatrix} \quad (4.26)$$

<sup>10</sup> The number of targets  $L$  can be estimated using information theoretic criteria, such as AIC  
<sup>11</sup> (Akaike Information Criteria) or MDL (Minimum Description Length). As proposed by Wax  
<sup>12</sup> and Kailath, equation 4.28 shows the formula for AIC for this problem and equation 4.29  
<sup>13</sup> shows the formula for MDL. For both equations, the number of targets is the argument of

<sup>1</sup> the minimum for the criteria (Equation 4.27). [51]

$$L = \arg \min_{0 \leq l < q_1 q_2} \text{AIC}(l) \quad \vee \quad L = \arg \min_{0 \leq l < q_1 q_2} \text{MDL}(l) \quad (4.27)$$

$$\text{AIC}(l) = -2 \log \left( \frac{\prod_{i=l}^{q_1 q_2 - 1} \Lambda(i, i)^{1/(q_1 q_2 - l)}}{\frac{1}{q_1 q_2 - k} \sum_{i=l}^{q_1 q_2 - 1} \Lambda(i, i)} \right)^{(q_1 q_2 - l)K} + 2l(2q_1 q_2 - k) \quad (4.28)$$

$$\text{MDL}(l) = -\log \left( \frac{\prod_{i=l}^{q_1 q_2 - 1} \Lambda(i, i)^{1/(q_1 q_2 - l)}}{\frac{1}{q_1 q_2 - k} \sum_{i=l}^{q_1 q_2 - 1} \Lambda(i, i)} \right)^{(q_1 q_2 - l)K} + \frac{1}{2} l(2q_1 q_2 - l) \log K \quad (4.29)$$

<sup>2</sup> Having estimated the noise subspace, the 2D-MUSIC spectrum  $\mathbf{P}(R, \theta)$  is given by equation 4.30. The range-azimuth steering matrix  $\mathbf{V}(\theta, R)$  is given by equation 4.31, where <sup>3</sup>  $\mathbf{a}(\theta)$  and  $\mathbf{r}(R)$  are given by equations 4.18 and 4.19 respectively. [49]

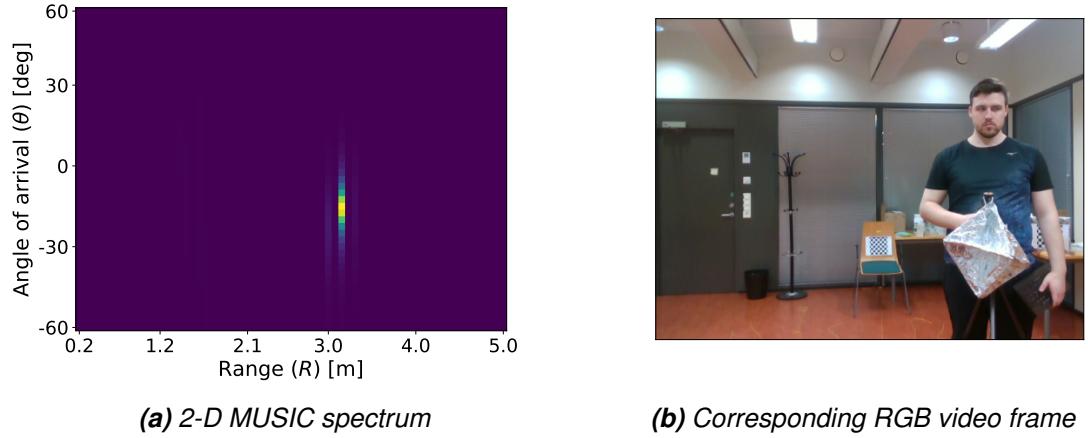
$$\mathbf{P}(R, \theta) = \frac{1}{\mathbf{V}(\theta, R)^H \mathbf{Q}_n \mathbf{Q}_n^H \mathbf{V}(\theta, R)} \quad (4.30)$$

$$\mathbf{V}(\theta, R) = \mathbf{a}(\theta) \mathbf{r}(R) \quad (4.31)$$

<sup>5</sup> An example implementation of the FBSS algorithm is provided in Appendix E and an <sup>6</sup> example implementation of the 2D-MUSIC algorithm is provided in Appendix F. Figure <sup>7</sup> 4.5 shows an example graph of a 2D-MUSIC spectrum.

### <sup>8</sup> 4.3.3 Range-velocity spectrum

<sup>9</sup> The change in the range of a target, or a change in the propagation distance of the reflect-  
<sup>10</sup> ing signal, causes a phase shift in the received reflection. This change is proportional to  
<sup>11</sup> the change in the propagation distance. Because the time between two samples is known,  
<sup>12</sup> the change in phase between two samples is therefore proportional to the velocity of the



**Figure 4.5.** 2D-MUSIC spectrum and a corresponding RGB video frame

target. When the velocity of the target  $v \ll \frac{cM}{fT_c}$ , the relation between the phase shift and velocity is given by equation 4.32 (derived in Appendix G).

$$\Delta\varphi = \frac{4\pi f v T_c}{c} \quad (4.32)$$

- The equation 4.32 could be used to create a velocity steering vector and the 2D-MUSIC algorithm could be applied to acquire the range-velocity spectrum. The MUSIC (Multiple Signal Classification) algorithm is computationally very demanding, though, and by taking multiple samples of the signal, a sufficient resolution can be had for the range and velocity spectra even with the computationally much faster 2D-FFT (2-Dimensional Fast Fourier Transform) method.
- Given the signal is sampled  $N$  times per each of the  $M$  chirps on  $K$  channels, the dimensions of the resulting data cube are  $K \times M \times N$  (Section 4.3.1). For the 2D-FFT method, the range and velocity resolutions ( $\Delta R$  and  $\Delta v$  respectively), the maximum range ( $R_{\max}$ ), and the minimum and maximum velocities ( $v_{\min}$  and  $v_{\max}$  respectively) are given by equations 4.33–4.36 (derived in Appendix G).

$$\Delta R = \frac{F_s c}{2N S} \quad (4.33)$$

$$\Delta v = \frac{c}{2M f T_c} \quad (4.34)$$

$$R_{\max} = \frac{f_s c}{2S} \quad (4.35)$$

$$\begin{cases} v_{\min} = \frac{c}{4fT_c} \\ v_{\max} = -\frac{c}{4fT_c} \end{cases} \quad (4.36)$$

- 1 The range-velocity spectrum is calculated by first averaging the data cube corresponding  
 2 to the  $y$ :th frame ( $\mathbf{S}_y$ ) along the first axis (receivers) to increase the SNR (Signal to Noise  
 3 Ratio), which will result in the data matrix  $\mathbf{D}$ , as given by equation 4.37. The dimensions  
 4 of  $\mathbf{D}$  are  $M \times N$ .

$$\mathbf{D}(m, n) = \sum_{k=0}^{K-1} \mathbf{S}(k, m, n) \quad (4.37)$$

- 5 After calculating  $\mathbf{D}$ , the Fourier transform is performed on the second axis of the matrix,  
 6 which is the fast-time samples. Denoting  $\mathbf{D} = [\mathbf{f}(0) \ \mathbf{f}(1) \ \dots \ \mathbf{f}(M-1)]$ , where  
 7  $\mathbf{f}(m)$  is the vector containing the fast-time samples for the  $m$ :th chirp, the operation is  
 8 given by equation 4.38.

$$\mathbf{v}(m) = \mathcal{F}\{\mathbf{f}(m)\} \quad (4.38)$$

- 9 The operation  $\mathcal{F}\{\cdot\}$  in equation 4.38 is the discrete Fourier transform. The resulting  
 10 vector  $\hat{\mathbf{p}}$  has contains the Fourier transform of  $f(m)$  as its  $m$ :th element. Each bin in the  
 11 vectors  $\hat{\mathbf{p}}$  corresponds to a range as given by equation 4.39. The function  $R(n)$  gives the  
 12 corresponding range for the  $n$ :th bin in vector  $\hat{\mathbf{p}}(m)$  (Appendix G).

$$R(n) = n\Delta R = \frac{nF_s c}{2NS} \quad (4.39)$$

- 13 Assuming the range of the target changes by less than half a wavelength between two  
 14 chirps, the phase difference between the  $n$ :th element (frequency component) of vectors  
 15  $\hat{\mathbf{p}}(m)$  and  $\hat{\mathbf{p}}(m+1)$  is dictated by the distance the target has moved (Appendix G). Thus,  
 16 denoting  $\hat{\mathbf{P}} = [\hat{\mathbf{p}}(0) \ \hat{\mathbf{p}}(1) \ \dots \ \hat{\mathbf{p}}(m-1)]^T$ , the Fourier transform can be applied along  
 17 the first dimension of  $\hat{\mathbf{P}}$  to acquire the velocities of the targets. The range-velocity power-

<sup>1</sup> spectrum can thus be denoted as  $\mathbf{P}'$  as given by equation 4.40, where  $\mathbf{p}'(n)$  is given by  
<sup>2</sup> equation 4.41.

$$\mathbf{P}' = \begin{bmatrix} \mathbf{p}'(0) & \mathbf{p}'(1) & \dots & \mathbf{p}'(n-1) \end{bmatrix} \quad (4.40)$$

$$\mathbf{p}'(n) = \mathcal{F} \left\{ \left[ \hat{\mathbf{P}}(0, n) \quad \hat{\mathbf{P}}(1, n) \quad \dots \hat{\mathbf{P}}(m-1, n) \right]^T \right\} \quad (4.41)$$

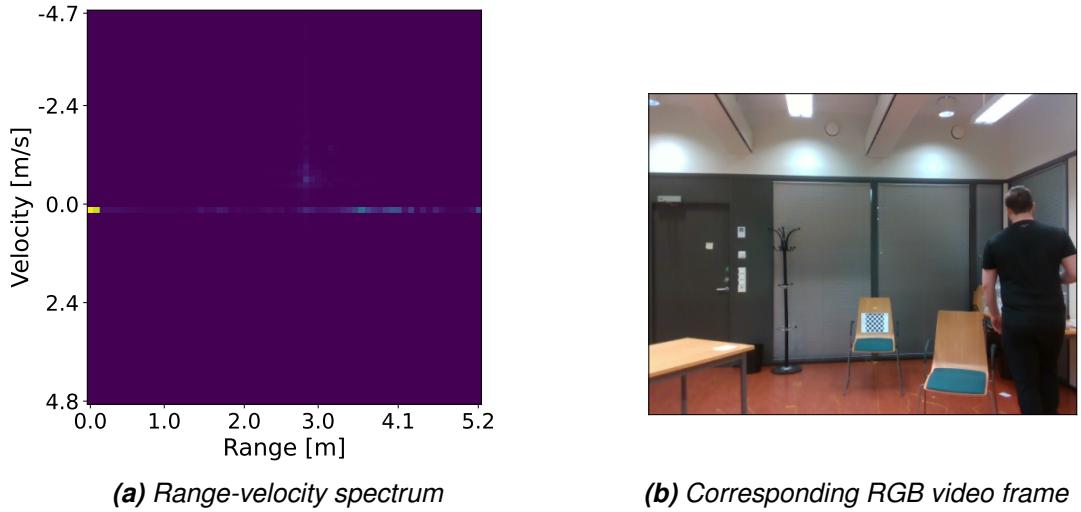
<sup>3</sup> Because the velocity can be either positive or negative, the matrix  $\mathbf{P}'$  still needs to be  
<sup>4</sup> shifted so that the zero-velocity bin is in the center. The shifted range-velocity spectrum  
<sup>5</sup> can be defined as  $\mathbf{P}$  as given by equation 4.42.

$$\begin{cases} \forall m < \frac{M}{2} : \mathbf{P}(m, n) = \mathbf{P}'(m + \frac{M}{2}, n) \\ \forall m \geq \frac{M}{2} : \mathbf{P}(m, n) = \mathbf{P}'(m - \frac{M}{2}, n) \end{cases} \quad (4.42)$$

<sup>6</sup> The velocity corresponding to the  $m$ :th bin on the first axis of  $\mathbf{P}$  ( $v(m)$ ) can be calculated  
<sup>7</sup> from the minimum velocity and velocity resolution (equations 4.36 and 4.35). The velocity  
<sup>8</sup>  $v(m)$  is given by equation 4.43.

$$v(m) = -\frac{c}{4fT_c} + \frac{mc}{2MfT_c} \quad (4.43)$$

<sup>9</sup> Therefore, the matrix  $\mathbf{P}$  contains the range-velocity spectrum of the radar cube. The  
<sup>10</sup> power of the reflection in element  $\mathbf{P}(n, m)$  is the absolute value of the element, whereas  
<sup>11</sup> the range and velocity are given by equations 4.39 and 4.43 respectively. Figure 4.6a  
<sup>12</sup> shows an example range-velocity spectrum and Figure 4.6b shows the corresponding  
<sup>13</sup> RGB image. The target is walking away from the sensor, thus the velocity is negative.



**Figure 4.6.** Range-velocity spectrum and the corresponding RGB video frame.

- 1 It is seen from Figure 4.6a that there is a lot of power on the near-zero range and in
- 2 the zero-velocity bins. The near-zero range power is caused by self-interference and
- 3 oscillator phase-noise in the radar. Static clutter appears in the zero-velocity bins. The
- 4 first few range bins should always be attenuated and if only moving targets are of interest,
- 5 also the zero-velocity bins should be attenuated.
- 6 Attenuating can be done by defining vectors  $\mathbf{u}$  and  $\mathbf{v}$  of magnitudes  $N$  and  $M$  respec-
- 7 tively, where  $\mathbf{u}(n)$  is the amplification of the  $n$ :th range bin and  $\mathbf{v}(m)$  is the amplification
- 8 of the  $m$ :th velocity bin. Corresponding diagonal matrices  $\mathbf{U}$  and  $\mathbf{V}$  can then be defined
- 9 with the elements of  $\mathbf{u}$  and  $\mathbf{v}$  along their diagonals. Given a minimum range of interest
- 10  $R_{\min}$ , the vectors  $\mathbf{u}$  and  $\mathbf{v}$  can be defined via equations 4.44 and 4.45. The only velocity
- 11 bins that are muted are the ones corresponding to zero-velocity.

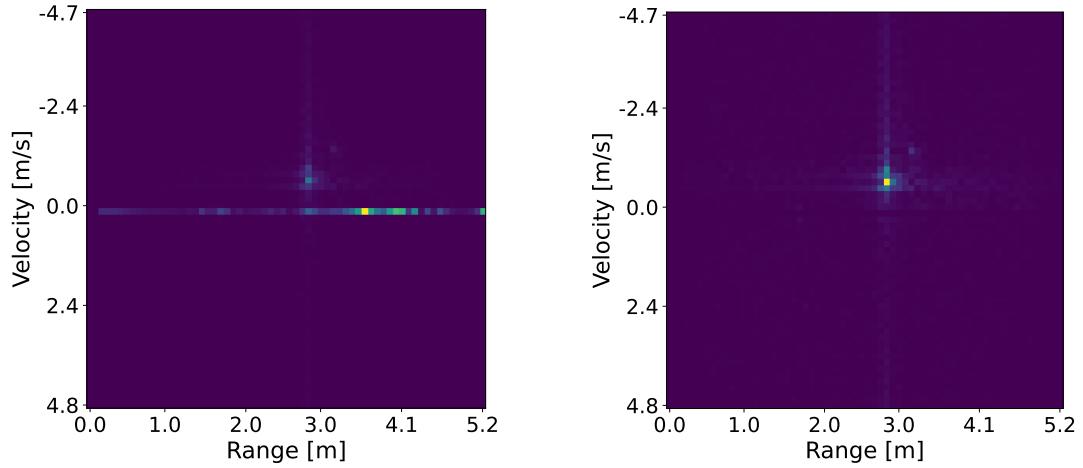
$$\begin{cases} \forall n \leq \lfloor \frac{R_{\min}}{\Delta R} \rfloor : \mathbf{u}(n) = 0 \\ \forall n > \lfloor \frac{R_{\min}}{\Delta R} \rfloor : \mathbf{u}(n) = 1 \end{cases} \quad (4.44)$$

$$\begin{cases} \forall m = \frac{1}{2}M : \mathbf{v}(m) = 0 \\ \forall m \neq \frac{1}{2}M : \mathbf{v}(m) = 1 \end{cases} \quad (4.45)$$

- 12 Having defined the matrices  $\mathbf{U}$  and  $\mathbf{V}$  according to equations 4.44 and 4.45, the attenua-
- 13 tion of the unwanted bins is achieved by multiplying the matrix  $\mathbf{P}$  with matrices  $\mathbf{U}$  and  $\mathbf{V}$
- 14 as given by equation 4.46. The Figure 4.7 shows the velocity spectrum from Figure 4.6a,

- <sup>1</sup> but with only the zero-range noise filtered in Figure 4.7a and both zero-range noise and  
<sup>2</sup> zero-velocity clutter filtered in Figure 4.7b.

$$\mathbf{P}_{\text{filtered}} = \mathbf{V}(\mathbf{U}\mathbf{P}^T)^T \quad (4.46)$$



(a) Range-velocity spectrum with only zero-  
range noise filtered      (b) Range-velocity spectrum with zero-range  
noise and zero-velocity clutter filtered

**Figure 4.7. Filtered range-velocity spectrum**

- <sup>3</sup> An example implementation of the 2D-FFT algorithm for acquiring and filtering the range-  
<sup>4</sup> velocity spectrum is presented in Appendix ???. The example is written in Python.

#### 5 4.3.4 Target detection and tracking

- <sup>6</sup> From the calculated spectra, targets can be detected using target detection algorithms.  
<sup>7</sup> The most common way of detecting targets from the spectra is picking a threshold and  
<sup>8</sup> checking if the power a cell is over it. The threshold be picked in such a way that is  
<sup>9</sup> higher than the noise power to minimize false positives. The threshold must also be lower  
<sup>10</sup> than the power reflected from targets in order to detect true positives. In other words, the  
<sup>11</sup> threshold must be picked in such a way that the error rate is minimized, as illustrated by  
<sup>12</sup> Figure 4.8.  
<sup>13</sup> Formally, the target detection is done via hypothesis testing, where  $H_0$  is that the cell  
<sup>14</sup> contains only noise and  $H_1$  is that the cell contains noise superimposed with a target.  
<sup>15</sup> When the power of the tested cell is denoted as  $Y$  and detection threshold as  $T$ , the  
<sup>16</sup> hypothesis test is defined by equation 4.47.

	$H_0$ is true Pure noise	$H_1$ is true Noise superimposed with a target
$Y < T$	True negative	False negative Type I error
$Y \geq T$	False positive Type II error	True positive

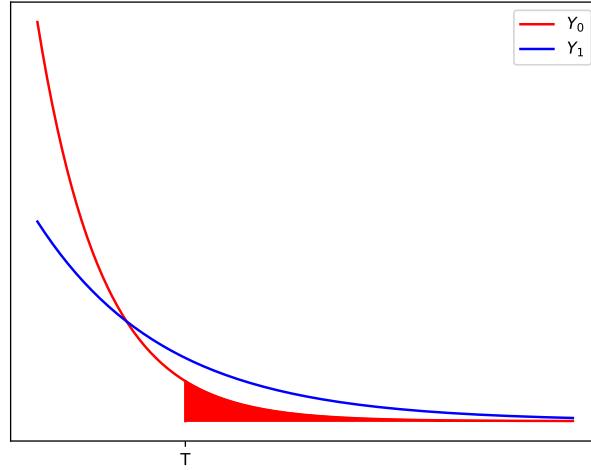
**Figure 4.8.** Different kinds of detection errors. The signal power in the test cell is denoted as  $Y$ , whereas  $T$  is the detection threshold.

$$\begin{cases} H_0 : Y < T \\ H_1 : Y \geq T \end{cases} \quad (4.47)$$

- 1 The threshold depends on parameters of the noise-only distribution. If the noise distribution was completely known prior to testing, picking a correct detection threshold would be a trivial task. In real-world applications the noise spectrum is space-time variant and therefore cannot be known a priori. This leaves two choices for picking the detection threshold: using distribution-free detection procedures [52] or estimating the noise spectrum and using an adaptive algorithm [53].
- 7 Typically a category of adaptive algorithms called CFAR (Constant False Alarm Rate) detection algorithms is applied for detecting the targets. The principle of CFAR algorithms is that the noise distribution is estimated from the calculated spectra (e.g. range-velocity or range-azimuth), whereof the probability distribution for noise power is estimated. The detection threshold is picked from the estimated noise probability distribution based on a predefined probability of a false alarm, thus giving a false alarm rate that is constant.
- 13 When the probability density function for noise power is denoted as  $f_{Y_0}(y)$ , the probability that  $H_0$  is rejected when the power of the test cell  $y$  is in the pure noise space  $Y_0$  is given by the Neyman-Pearson criterion (equation 4.48) [54, 55]. The criterion is illustrated by Figure 4.9.

$$P_{\text{fa}} = P(Y_0 \geq T) = \int_T^{\infty} f_{Y_0}(y) dy \quad (4.48)$$

- 17 When a square law detector is used for detecting targets in the signal, i.e. the power of the signal is used as decision criterion, and the noise in each cell is narrowband Gaus-



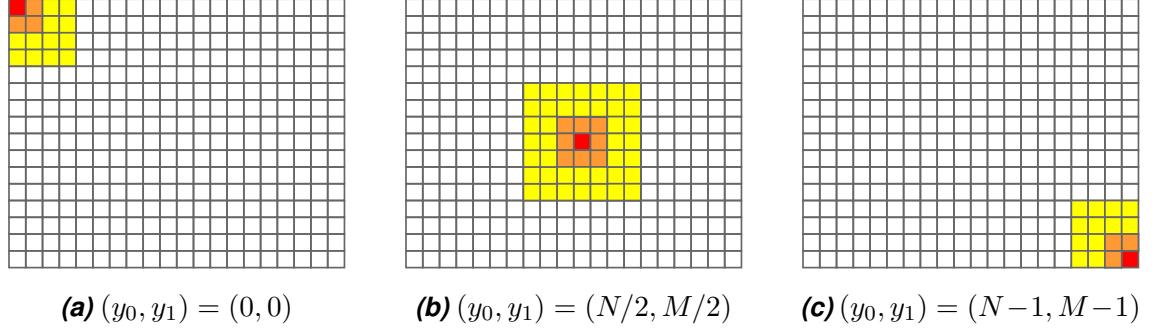
**Figure 4.9.** The probability density functions for the noise space  $Y_0$  and signal space  $Y_1$ . The highlighted area is the probability of a false alarm as given by equation 4.48 for given decision threshold  $T$ .

- 1 sian noise, the probability distribution for noise follows the exponential distribution. Thus,
- 2 the decision threshold  $T$  is given by the quantile function of the exponential distribution
- 3 (equation 4.49), where  $\mu$  is the average noise power. [53]

$$T = -\mu \cdot \ln(1 - P_{fa}) \quad (4.49)$$

- 4 Different CFAR algorithms differ from each other in how the mean noise power  $\mu$  is es-
- 5 timated. The CA (Cell Averaging) CFAR algorithm assumes that the noise power in in
- 6 each cell independent and identically distributed. Based on the central limit theorem, the
- 7 average noise power may be estimated by defining a window with sufficiently large di-
- 8 mensions, and calculating the average power in the cells inside the window, disregarding
- 9 the test cell and some guard cells around it. This method is based on the assumption
- 10 that the average noise power is calculated from cells that have a very high likelihood of
- 11 containing purely noise. The assumption is fair when the targets are sparse.

- 12 The estimated average noise power  $\hat{\mu}$  around the cell  $(y_0, y_1)$  in the CA CFAR algorithm
- 13 is given by the equation 4.50. The term  $Z(y_0, y_1)$  and  $G(y_0, y_1)$  in the equation are the
- 14 sum power of the  $A \times B$  observation window around the test cell (equation 4.51) and the
- 15 sum power of the  $C \times D$  guard cells around the test cell (equation 4.54) respectively. The
- 16 terms  $N$  and  $M$  are the dimensions of the  $N \times M$  matrix that is the power spectrum  $\mathbf{P}$ ,
- 17 given by the equations 4.30 and 4.42. [54] The test cell and the surrounding windows are
- 18 illustrated by Figure 4.10.



**Figure 4.10.** The observation window, guard cells and test cell in the Cell Averaging Constant False Alarm Rate algorithm. The test cell is highlighted in red, guard cells in orange, and noise estimation window in yellow. In all cases, the noise estimation window has dimensions  $7 \times 7$  and the guard window has dimensions  $3 \times 3$ .

$$\hat{\mu}(y_0, y_1) = \frac{1}{AB - CD} (Z(y_0, y_1) - G(y_0, y_1)) \quad (4.50)$$

$$Z(y_0, y_1) = \sum_{a=a_{\min}}^{a_{\max}} \sum_{b=m_{\min}}^{b_{\max}} \mathbf{P}(a, b) \quad (4.51)$$

$$a_{\min} = \max(y_0 - \lfloor A/2 \rfloor, 0) \quad a_{\max} = \min(N, y_0 + \lfloor A/2 \rfloor) \quad (4.52)$$

$$b_{\min} = \max(y_1 - \lfloor B/2 \rfloor, 0) \quad b_{\max} = \min(M, y_1 + \lfloor B/2 \rfloor) \quad (4.53)$$

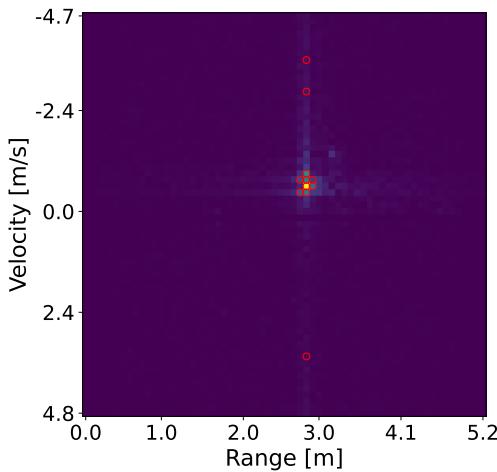
$$G(y_0, y_1) = \sum_{c=c_{\min}}^{c_{\max}} \sum_{d=d_{\min}}^{d_{\max}} \mathbf{P}(c, d) \quad (4.54)$$

$$c_{\min} = \max(y_0 - \lfloor C/2 \rfloor, 0) \quad c_{\max} = \min(N, y_0 + \lfloor C/2 \rfloor) \quad (4.55)$$

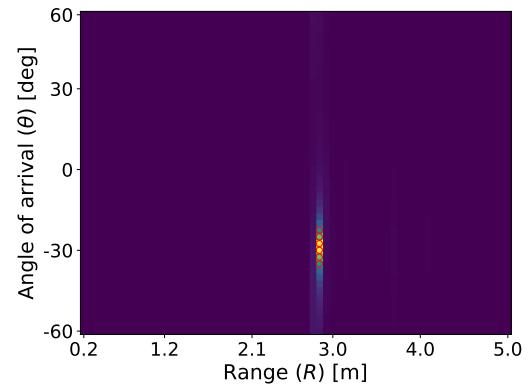
$$d_{\min} = \max(y_1 - \lfloor D/2 \rfloor, 0) \quad d_{\max} = \min(M, y_1 + \lfloor D/2 \rfloor) \quad (4.56)$$

- 1 It is noteworthy that the 2D-MUSIC algorithm (equation 4.30 does not produce a true
- 2 power spectrum, but rather a pseudo-power spectrum where the cells contain a corre-
- 3 lation number instead of actual signal power. Thus, the noise pseudo-power may not in
- 4 reality be exponentially distributed and another distribution or a target detection algorithm
- 5 is likely better suited for the task.
- 6 In a multitarget situation, the average noise power estimate of CA CFAR is no longer a
- 7 good estimate, as it is skewed from targets appearing inside the noise estimating window.
- 8 The average noise level is thus estimated too high and weak targets are "masked" by
- 9 nearby strong targets, which causes type II errors ( $H_0$  is erroneously accepted). The OS
- 10 (Ordered Statistic) CFAR algorithm may be deployed in multi-target situations to achieve
- 11 better detection performance. [56]
- 12 In the OS CFAR algorithm, the powers of the cells inside the observation window are
- 13 sorted in smallest-first order. The  $l$ :th element is then picked from the sorted array and

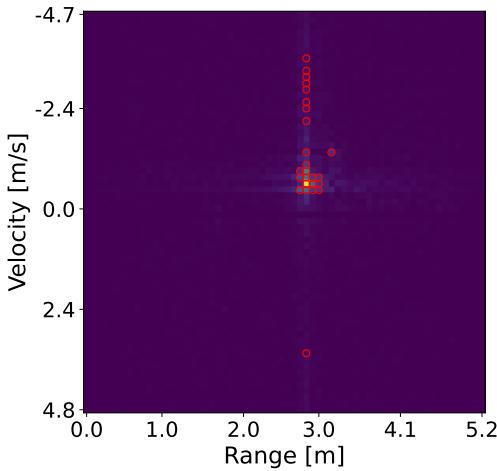
1 used as the average noise power estimate. Given the observation window has dimensions  $A \times B$ , based on the work of Rohling, a reasonable value for is  $l = \frac{3}{4}AB$ . In the  
 2 OS CFAR algorithm, the guard cells are omitted. [57] The figure 4.11 illustrates the re-  
 3 sults of applying the CA and OS CFAR algorithms on the range-velocity and range-angle  
 4 spectra. The range-angle spectrum is calculated via the 2D-MUSIC algorithm whereas  
 5 the range-velocity spectrum is calculated via 2D-FFT. It is apparent from figure 4.11d that  
 6 the exponentially distributed noise power assumption may not be good for the 2D-MUSIC  
 7 spectrum. The effects of masking in the CA CFAR algorithm can be seen by comparing  
 8 figures 4.11a and 4.11c.  
 9



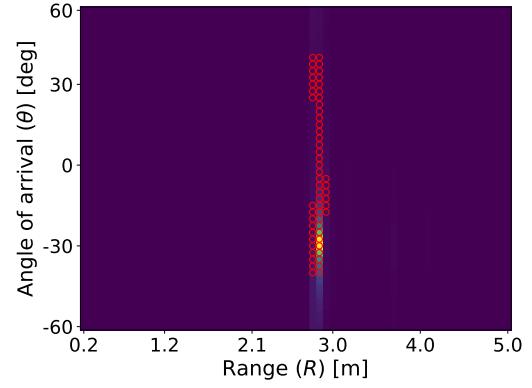
(a) CA CFAR applied on range-velocity spectrum calculated via FFT.



(b) CA CFAR applied on range-angle spectrum calculated via 2D-MUSIC.



(c) OS CFAR applied on range-velocity spectrum calculated via FFT.



(d) OS CFAR applied on range-angle spectrum calculated via 2D-MUSIC.

**Figure 4.11.** The Cell Averaging and Ordered Statistic Constant False Alarm Rate algorithms applied on the range-velocity and range-angle spectra. The figures are scaled show the amplitude of the spectrum rather than power.

---

Key	Meaning
framerate	Number of recorded frames per second, decimal number
resolution	Resolution of the stored frames, string representation of a list: ' [M, N]'

---

**Table 4.4.** Metadata fields for the depth camera

- 1 In addition to the basic CA and OS CFAR algorithms, multiple variations and combinations  
 2 of the two have been developed over the years. The CA and OS CFAR still serve as the  
 3 basis for most of the variations. The variations typically consider different computational  
 4 complexity, noise distribution, target amplitude statistics, and multiple target situations.  
 5 [56]
- 6 After target detection, target tracking algorithms may be used to track the same target  
 7 between multiple frames. With target tracking, the track of a single target may be recorded  
 8 and predicted and the appearance of new targets and the disappearance of old targets  
 9 may be detected. Additionally, when the velocity spectrum of a single target can be  
 10 recorded through multiple frames, this information can be used for HAR.
- 11 Target tracking can be split into two parts: track filtering and measurement-to-track as-  
 12 sociation. The first part considers predicting the possible target tracks to determine the  
 13 possible locations for a target in upcoming frames. The latter part considers assigning  
 14 measurements (detected targets) to predicted paths. For track filtering, Kalman filtering  
 15 is a popular choice. For measurement-to-track association, nearest-neighbour filtering or  
 16 probabilistic models are commonly used. [58]

17 **4.4 Depth camera record**

- 18 The depth camera record is stored in the `depth.raw` file. The recording program pro-  
 19 duces two bytes of output per pixel. The output represents the measured distance at  
 20 the pixel in millimeters as a 16-bit integer number (short int). The frame resolution and  
 21 frame rate are stored in the `metadata.yaml` file. Table 4.4 documents the metadata fields  
 22 recorded under the `camera.depth` section in `metadata.yaml` file.
- 23 Given the resolution is  $N \times M$  (height  $\times$  width) and the recorded data is represented by  
 24  $\mathbf{d}$ , where each element is two bytes long, the index of the  $i$ :th pixel of the  $z$ :th frame  $\mathbf{f}_z(i)$   
 25 can be calculated using equation 4.57.

$$\forall i \in [0, NM - 1] \wedge z \in \left[0, \frac{|\mathbf{d}|}{NM} - 1\right] : \mathbf{f}_z(i) = \mathbf{d}(NMz + i) \quad (4.57)$$

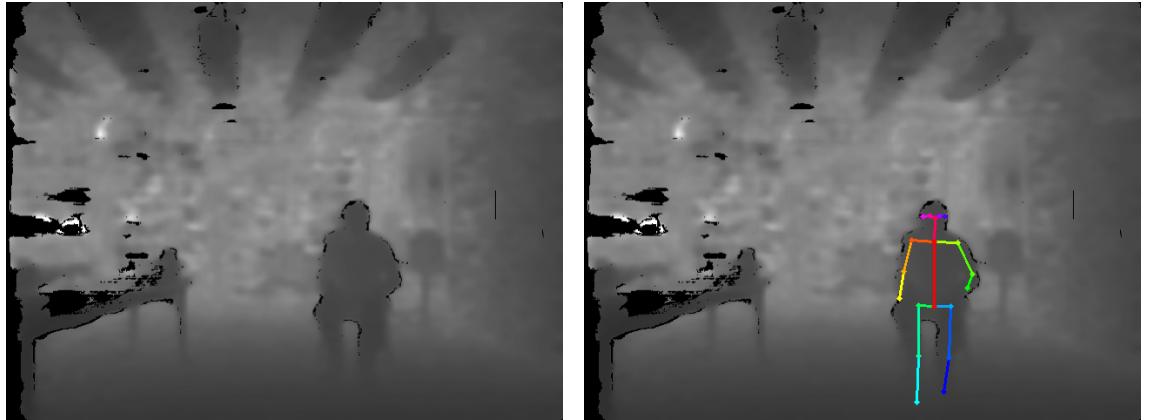
- 26 The frame  $\mathbf{f}_z$  can then be rearranged as a matrix  $\mathbf{F}_z$ , which represents the pixels of the

<sup>1</sup> image in such a way that the origin is in the upper left corner. The pixel in coordinates  
<sup>2</sup>  $(n, m)$  in the frame  $\mathbf{F}_z$  is given by the equation 4.58.

$$\forall n \in [0, N - 1] \wedge m \in [0, M] : F_z(n, m) = \mathbf{f}_z(mN + n) \quad (4.58)$$

<sup>3</sup> Given the FoV of the sensor is  $\Theta \times \Phi$  in the azimuth and altitude dimensions respectively,  
<sup>4</sup> the FoV of each subpixel is  $\frac{\Theta}{N} \times \frac{\Phi}{M}$ . Given the angle is measured from the upper-left  
<sup>5</sup> corner of a pixel and origin is in the center pixel, the range (in given frame)  $R_n$  measured  
<sup>6</sup> at angle  $(\theta, \varphi)$  is given by equation 4.59. The term  $1 \div 1000$  converts the measured range  
<sup>7</sup> from millimeters to meters.

$$\forall \theta \in \left[-\frac{\Theta}{2}, \frac{\Theta}{2}\right] \wedge \varphi \in \left[-\frac{\Phi}{2}, \frac{\Phi}{2}\right] : R_z(\theta, \varphi) = \frac{1}{1000} \mathbf{F}_z \left( \left\lfloor \frac{N}{2} + \frac{N\theta}{\Theta} \right\rfloor, \left\lfloor \frac{M}{2} + \frac{M\varphi}{\Phi} \right\rfloor \right) \quad (4.59)$$



**(a)** An example depth image.

**(b)** Joint position information extracted from the depth image (PNG) using OpenPose[59].

**Figure 4.12.** Depth image extracted from the `depth.raw` file.

<sup>8</sup> Appendix H shows an example of parsing the depth camera frames from the recorded  
<sup>9</sup> data. An example of a resulting image is presented in Figure 4.12a. Machine learning  
<sup>10</sup> models may be used to extract e.g. posture information from the depth images. Example  
<sup>11</sup> models include TexMesh[60], A2J[61], and DoubleFusion[62]. Figure 4.12b shows an  
<sup>12</sup> example of an image where the joint positions have been estimated using OpenPose [59]  
<sup>13</sup> from the depth image that has been exported to PNG format and rendered to the image.

---

Key	Meaning
framerate	Number of recorded frames per second, decimal number
resolution	Resolution of the stored frames, string representation of a list: ' [M, N]'

---

**Table 4.5.** Metadata fields for the RBG camera

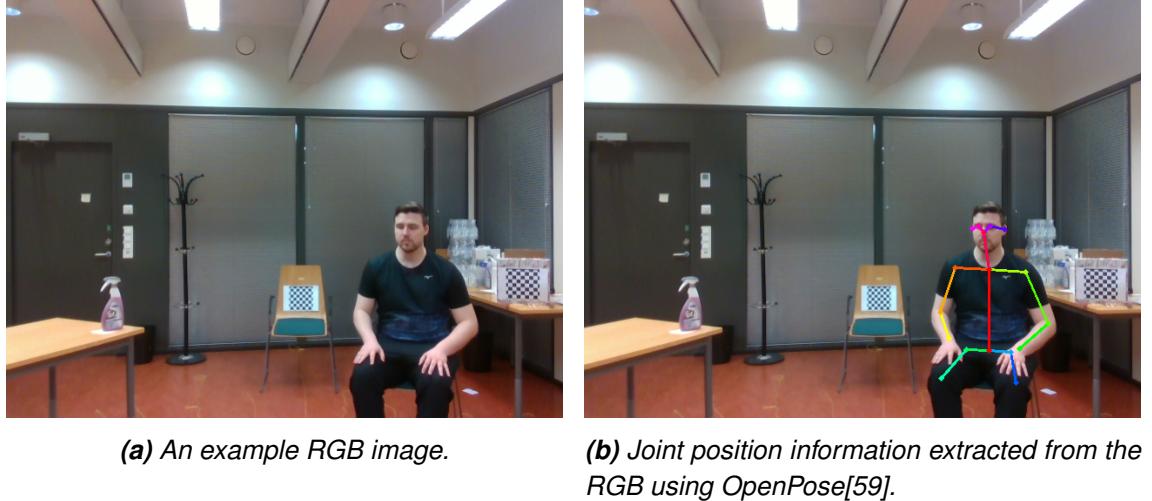
## 4.5 RGB camera record

- The RGB camera record is stored in the `rgb.raw` file. The recording program produces three bytes of output per pixel. The bytes correspond to the red, green and blue values of the pixel, such that the first byte tells the red value, second byte tells the green value and the third byte tells the blue value. Each byte represents an unsigned 8-bit integer. The frame rate and resolution of the recording are stored in the `metadata.yaml` file under the `camera.rgb` section. Table 4.5 documents the metadata fields recorded for the RGB camera.
- Denoting the vector of bytes stored in the file as  $\mathbf{b}$ , the data may be organized in pixels such that the  $i$ :th pixel  $\mathbf{p}_i$  is given by equation 4.60. When the pixels have been parsed, given the resolution of the recording is  $N \times M$  (height  $\times$  width), the  $z$ :th frame, denoted as  $\mathbf{F}_z$  can be parsed based on equation 4.61.

$$\forall i \in \left[0, \frac{|\mathbf{b}|}{3}\right] : \mathbf{p}_i = \begin{bmatrix} \mathbf{b}(3i) & \mathbf{b}(3i + 1) & \mathbf{b}(3i + 2) \end{bmatrix}^T \quad (4.60)$$

$$\forall z \in \left[0, \frac{|p|}{NM}\right] : \mathbf{F}_z(n, m) = \mathbf{p}(zNM + nM + m) \quad (4.61)$$

- Appendix H shows an example of parsing the RGB camera frames from the recorded data. An example of a resulting image is presented in Figure 4.13a. Machine learning models may be used to e.g. extract posture information or detect items from the RGB images. Example models include .... Figure 4.13b shows an example of an image where the joint positions have been estimated using OpenPose [59].



**Figure 4.13.** RGB image extracted from the `rgb.raw` file.

## 4.6 Microphone samples

- 2 The microphone record is stored in the `audio.wav` file. The file contains 16 audio chan-
- 3 nels and the sampling rate is stored in the `metadata.yaml` file. The sampling rate is also
- 4 stored as metadata in the WAV file. Table 4.6 documents the metadata recorded for the
- 5 audio file in the `metadata.yaml` file in the `audio` section.

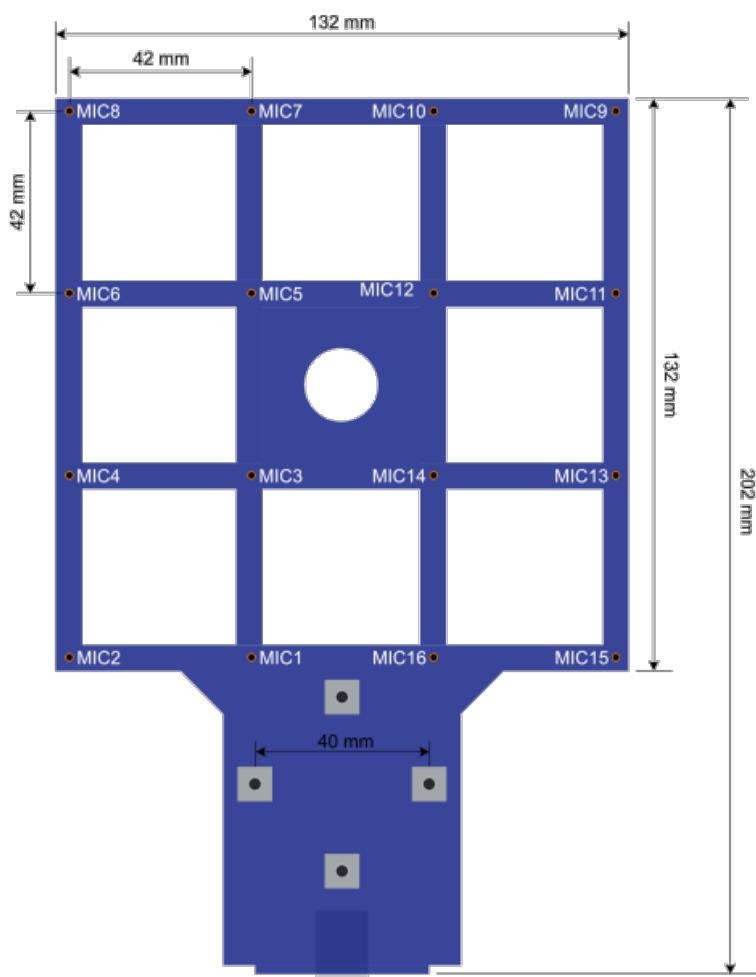
---

Key	Meaning
samplerate	The sampling frequency for the microphone recording, integer number.

---

**Table 4.6.** Metadata recorded for the `audio.wav` file.

- 6 Figure 4.14 shows the positions of the microphones in the used MiniDSP UMA-16 micro-
- 7 phone. The microphone numbers correspond to the audio channel numbers such that
- 8 MIC1 is channel 0, MIC2 is channel 1, etc. Each sample in the data is represented by a
- 9 32-bit floating-point number. The samples are real-valued. Appendix H shows an exam-
- 10 ple of reading the audio file with Python using the Soundfile [63] library.



**Figure 4.14.** Channels of the MiniDSP UMA-16 microphone [64].

## **5. SYSTEM EVALUATION**

2 In Section 2.4, requirements for the data recording system were defined. The quality of  
 3 the system is evaluated based on the defined criteria. Additionally, the extensibility and  
 4 stability of the software are considered.

### **5.1 Time synchronization of data**

6 The criterion for data synchronization was defined in 2.4. The frame number  $n$  that cor-  
 7 responds to a moment in time  $t$  is given by the equation  $n = \text{round}(N_s t)$ , where  $N_s$  is  
 8 the sampling rate (equation 2.2). This holds true for any of the data sources. Thus, if a  
 9 frame corresponding to the same point in time is extracted from each data source, high  
 10 correlation should be seen between the frames.

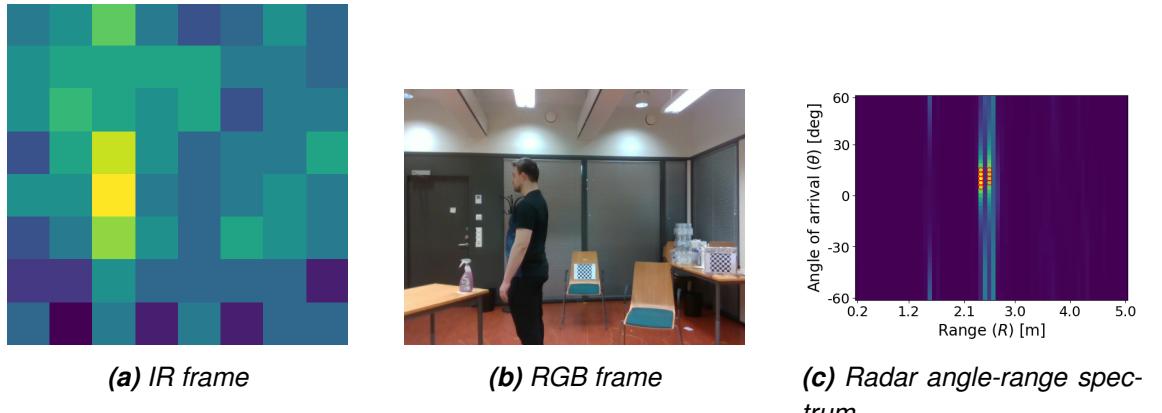
11 Judging the data synchronization is done, in this case, simply by calculating the range-  
 12 angle spectrum from the radar frame and drawing it next to the RGB and IR frames. Be-  
 13 cause the RGB and Depth video are coming from the same sensor, they are guaranteed  
 14 to be time-synchronized.

15 The audio sensor is omitted from this evaluation. For audio-to-radar synchronization the  
 16 angle of arrival of a single tone could be estimated from the audio signal. Given the  
 17 source for the tone is a radar target, the sound and radar angle-power spectrum could  
 18 be observed. For audio-to-video synchronization, a video could be recorded of a person  
 19 starting a tone generator. If the tone then appears in the audio signal at the same moment  
 20 when the person starts the tone generator, it could be concluded that the sound and audio  
 21 recordings are synchronized.

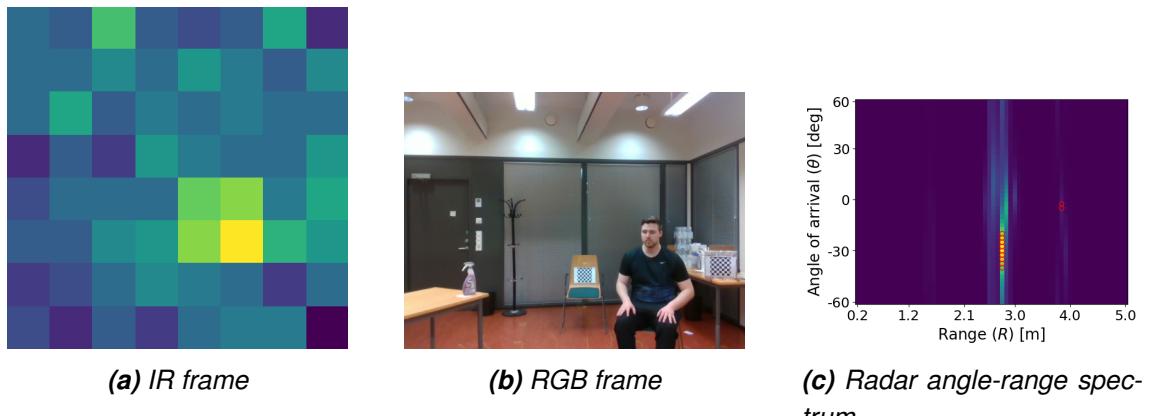
22 Figures 5.1–5.3 show the RGB, Radar (range-angle) and IR frames corresponding to  
 23 different times. By looking at the frames, there seems to be high correlation between the  
 24 angle of the target, thus it can be concluded that the data is well synchronized.

### **5.2 Data labelling**

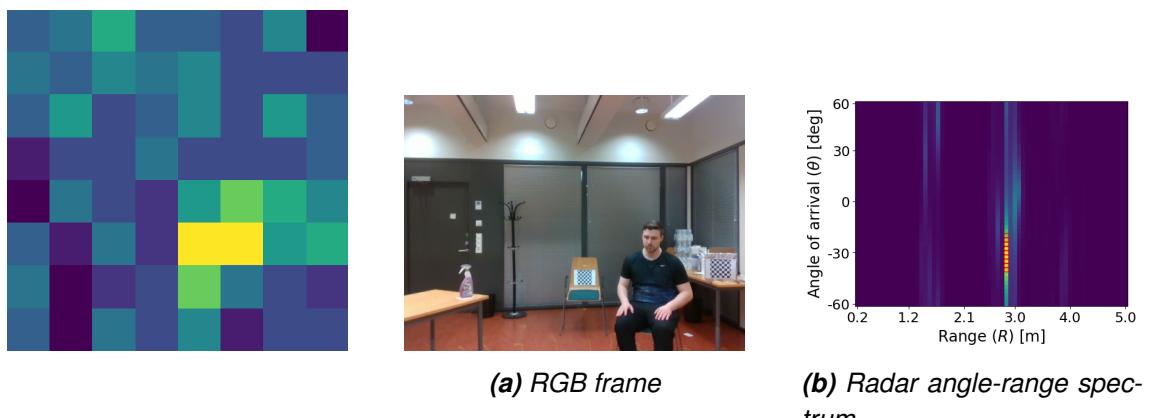
26 The data can be semi-automatically labelled during testing. Using this method, consid-  
 27 erable effort must be made in planning the set of performed activities, which makes the  
 28 performance less natural. Automatic activity recognition using i.e. RGB video based



**Figure 5.1.** IR, RGB and radar frames,  $t = 7.0$



**Figure 5.2.** IR, RGB and radar frames,  $t = 24.0$



**Figure 5.3.** IR, RGB and radar frames,  $t = 53.0$

- 1 methods could also be used to produce the activity labels in post-processing. The gen-  
2 erated labels could then be used as ground-truth information for the other sensors in  
3 machine learning algorithms.
- 4 The format of the activity labels is very simple and because the data sources are time  
5 synchronized and the frame/sampling rates are known, it is easy to map the activities  
6 and data frames based on the time stamps and activity labels. The data labelling can  
7 therefore be considered sufficient.

### 8 **5.3 Data structuring**

- 9 Each recording is stored in a single directory. The software CLI provides a way to de-  
10 termine the name of the directory. The directory names can thus be used as unique  
11 identifiers to the recordings, and additional data such as person or room information can  
12 be mapped to the recordings using the directory names.
- 13 Under each directory, the files have consistent naming and the output from each sensor  
14 is stored in a separate file. This makes it easy to pick and choose used sensors and  
15 minimizes the amount of data that has to be loaded into memory for processing the output  
16 of a single sensor.
- 17 The data in the output files is unprocessed raw data from the sensors. As a downside,  
18 lots of post-processing may be required but as an upside, no information is lost. The  
19 structuring of the data, in the autor's opinion, is good.

### 20 **5.4 Metadata**

- 21 The recorded metadata considers only the sensor characteristics. The metadata file is  
22 easy to parse programmatically as it follows the YAML syntax. Sufficient parameter in-  
23 formation is provided for processing the data. Thus, the metadata can be considered  
24 sufficient.

### 25 **5.5 Extensibility of the system**

- 26 The system is easy to extend to include new sensors. A recorder submodule must be  
27 written for each added sensor, and the sensor must be added as a source to the recroded  
28 submodule.
- 29 The system was written using a very crude proceduric model. Any well-established pro-  
30 gramming patterns were not followed. This may have had negative effects on extensibility  
31 of the code. Considering the module interfaces for the subprograms may have been  
32 worth considering. Instead of passing constant strings as signals to control the program,

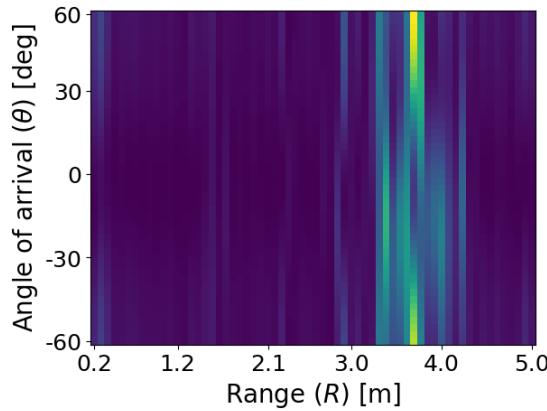
<sup>1</sup> the signaling could have been abstracted to functions.

## <sup>2</sup> 5.6 Stability of the system

<sup>3</sup> In use, the system proved to be slightly instable. Sometimes after starting the software,  
<sup>4</sup> the recording never started as the system froze at some point of the initialization. Power-  
<sup>5</sup> cycling the radar device fixed the issue, but this instability made the system much slower  
<sup>6</sup> to use.  
<sup>7</sup> Effort should be made to fix the issue. Since the issue was fixed by power-cycling the  
<sup>8</sup> radar device, the issue is likely related to not sending the correct commands to the radar  
<sup>9</sup> device. Because the issue did not occur every time, it may also be related to paralleliza-  
<sup>10</sup> tion.

## <sup>11</sup> 5.7 Radar data quality

<sup>12</sup> When processing the radar data, it was noticed that sometimes the range-angle spectrum  
<sup>13</sup> becomes extremely noisy. Figure 5.4 shows an example. It may be worth investigating  
<sup>14</sup> if using the two transmitter switching to increase the virtual number of receivers would  
<sup>15</sup> alleviate this issue.



*(a) Radar angle-range spectrum*



*(b) Corresponding RGB image*

**Figure 5.4.** Example of a very noisy radar range-angle spectrum.

## 1 6. CONCLUSION

2 As the product of this thesis, a multimodal sensor data recording system was produced.  
3 The implementation of the system was discussed, the produced data formats were docu-  
4 mented and data processing examples were given to prove the documentation is truthful.  
5 Additionally, the quality of the system was assessed.

6 The system is capable of recording five different modalities of data:  $4 \times 4$  Acoustic, RGB  
7 video, Depth video,  $9 \times 8$  Infrared video, and mmWave radar signal. The system is very  
8 portable as the sensors can be mounted on a single bracket that attaches to a camera  
9 tri-pod. Only a sufficient power source and a computer equipped with an SSD drive are  
10 required. Wearable sensors were omitted from the system due to being cumbersome.  
11 Proximity sensors, such as magnetic switches, pressure plates, electrostatic sensors,  
12 etc. labour-intensive sensors were also omitted.

13 The system was designed to be parallel to maximize the data throughput. Each sen-  
14 sor has its own recorder subprocess that is controlled by a single main process. The  
15 subprograms are implemented as modules. The system can be extended to include addi-  
16 tional sensors by writing a recording module for the sensor, and starting it from the main  
17 process.

18 The recorded data from the different sensors was synchronized in time. This means,  
19 that given a point in time, a corresponding frame can be easily extracted from any of  
20 the sensor outputs. In addition, the program provides a way to attach activity labels to the  
21 data during recording. The activity labels are stored in a separate file and the file format is  
22 very simple. It is also possible to apply the activity labels after recording. Manual labelling  
23 can be used for ultimate accuracy, or well-established activity recognition models can be  
24 used to detect actions from the RGB video. The labels can then be used as ground-  
25 truth information to train a machine learning model to recognize activities from the data  
26 produced by the other sensors.

27 The output from each sensor is stored in separate files and each recording is stored in  
28 a separate directory. Based on the output formats documented in Chapter 4, the data  
29 may be parsed into other formats, such as the popular .mat format used by MATLAB.  
30 Additionally, post-processing may be performed on the data to make it more suitable for  
31 machine learning. Most importantly, the range-angle and range-velocity spectra of the

- 1 radar may be calculated using the algorithms presented in Sections 4.3.2 and 4.3.3.
- 2 While the system fulfilled the requirements set for in in Chapter 2, some instability was
- 3 detected when using it, which makes the system unusable for carrying out a large-scale
- 4 data recording campaign. For small-scale campaigns, the system is satisfactory.
- 5 Sometimes, after starting, the system freezes. It is unclear whether this is caused by
- 6 problems in the parallel design, or wheter it is caused by the radar sensor. Power-cycling
- 7 the radar sensor and restarting the program fixed the issue with a high likelihood, though,
- 8 which suggests that the problem may be caused by the radar. It should be looked into,
- 9 if there is some furhter configuration that can be done to the radar device to increase its
- 10 stability.
- 11 Additionally, the range-angle spectrum was extremely noisy in some frames. This issue
- 12 was discussed in Section 5.7. The cause of the noisiness should be investigated. It
- 13 should also be investigated if the issue can be alleviated by using the two-transmitter
- 14 switching to increase the virtual number of receivers from 4 to 8. It is also possible that
- 15 the used radar processing algorithms could be improved to produce a better range-angle
- 16 estimate.
- 17 All in all, the implemented system serves a good basis. Some further development must
- 18 still be done, but the system serves as a very good Proof of Concept. When the stability
- 19 issues have been fixed, carrying out a larger-scale data collection campaign with the
- 20 system should be feasible.

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1 **APPENDIX A: RADAR CONFIGURATION FILE USED  
2 DURING TESTING AND DEVELOPMENT  
3 OF THE SYSTEM**

```

4 sensorStop
5 flushCfg
6 dfeDataOutputMode 1
7 channelCfg 15 7 0
8 adcCfg 2 1
9 adcbufCfg -1 0 1 1 1
10 profileCfg 0 60 219 7 40 0 0 100 1 64 3500 0 0 30
11 chirpCfg 0 0 0 0 0 0 0 2
12 frameCfg 0 0 64 0 33.333 1 0
13 lowPower 0 0
14 guiMonitor -1 0 0 0 0 0 0
15 cfarCfg -1 0 2 8 4 3 0 15 1
16 cfarCfg -1 1 0 8 4 4 1 15 1
17 multiObjBeamForming -1 1 0.5
18 clutterRemoval -1 0
19 calibDcRangeSig -1 0 -5 8 256
20 extendedMaxVelocity -1 0
21 bpmCfg -1 0 0 1
22 lvdsStreamCfg -1 0 0 0
23 compRangeBiasAndRxChanPhase 0.0 1 0 1 0 1 0 1 0 1 0 1 0 1 ...
24 ... 0 1 0 1 0 1 0 1 0
25 measureRangeBiasAndRxChanPhase 0 1.5 0.2
26 CQRxSatMonitor 0 3 4 99 0
27 CQSigImgMonitor 0 63 4
28 analogMonitor 0 0
29 aoaFovCfg -1 -90 90 -90 90
30 cfarFovCfg -1 0 0 4.79
31 cfarFovCfg -1 1 -2.41 2.41
32 lvdsStreamCfg -1 0 1 0

```

## **APPENDIX B: DCA1000EVM CONFIGURATION COMMANDS**

<sup>3</sup> This page is empty on purpose

## **1 B.1 RESET\_FPGA\_CMD\_CODE**

### **2 Reset FPGA**

#### **3 B.1.1 Request**

Name	Data Type	Number of bytes	Default Value	Min Value	Max Value	Description
Header	UINT16	2	0xA55A	-	-	0xA55A always. Start bits of packet.
Command code	UINT16	2	0x01	-	-	Command code
Size	UINT16	2	0	-	-	Data size
Footer	UINT16	2	0xEEAA	-	-	0xEEAA always. Stop bits of packet.

#### **4 B.1.2 Response**

Name	Data Type	Number of bytes	Default Value	Min Value	Max Value	Description
Header	UINT16	2	0xA55A	-	-	0xA55A always. Start bits of packet.
Command code	UINT16	2	0x01	-	-	Command code
Status	UINT16	2	0	0	1	0 – Success 1 – Failure
Footer	UINT16	2	0xEEAA	-	-	0xEEAA always. Stop bits of packet.

## **1 B.2 RESET\_AR\_DEV\_CMD\_CODE**

**2 Reset RADAR EVM**

### **3 B.2.1 Request**

Name	Data Type	Number of bytes	Default Value	Min Value	Max Value	Description
Header	UINT16	2	0xA55A	-	-	0xA55A always. Start bits of packet.
Command code	UINT16	2	0x02	-	-	Command code
Size	UINT16	2	0	-	-	Data size
Footer	UINT16	2	0xEEAA	-	-	0xEEAA always. Stop bits of packet.

### **4 B.2.2 Response**

Name	Data Type	Number of bytes	Default Value	Min Value	Max Value	Description
Header	UINT16	2	0xA55A	-	-	0xA55A always. Start bits of packet.
Command code	UINT16	2	0x02	-	-	Command code
Status	UINT16	2	0	0	1	0 – Success 1 – Failure
Footer	UINT16	2	0xEEAA	-	-	0xEEAA always. Stop bits of packet.

## **1 B.3 CONFIG\_FPGA\_GEN\_CMD\_CODE**

### **2 Configure FPGA**

#### **3 B.3.1 Request**

Name	Data Type	Number of bytes	Default Value	Min Value	Max Value	Description
Header	UINT16	2	0xA55A	-	-	0xA55A always. Start bits of packet.
Command code	UINT16	2	0x03	-	-	Command code
Size	UINT16	2	6	-	-	Data size
Data Logging Mode	UINT8	1	1	1	2	1 – Raw mode 2 – Multi mode
LVDS mode	UINT8	1	1	1	2	1 – 4lane 2 – 2lane
Data transfer mode	UINT8	1	1	1	2	1 – LVDS capture 2 – DMM playback
Data capture mode	UINT8	1	2	1	2	1 – SD card storage 2 – Ethernet stream
Data format mode	UINT8	1	2	1	3	1 – 12-bit 2 – 14-bit 3 – 16-bit
Timer	UINT8	1	30 (0x1E)	0x0	0xFF	Timer info in seconds
Footer	UINT16	2	0xEEAA	-	-	0xEEAA always. Stop bits of packet.

### **B.3.2 Response**

Name	Data Type	Number of bytes	Default Value	Min Value	Max Value	Description
Header	UINT16	2	0xA55A	-	-	0xA55A always. Start bits of packet.
Command code	UINT16	2	0x03	-	-	Command code
Status	UINT16	2	0	0	1	0 – Success 1 – Failure
Footer	UINT16	2	0xEEAA	-	-	0xEEAA always. Stop bits of packet.

## **B.4 CONFIG\_EEPROM\_CMD\_CODE**

### **2 Configure EEPROM**

#### **3 B.4.1 Request**

Name	Data Type	Number of bytes	Default Value	Min Value	Max Value	Description
Header	UINT16	2	0xA55A	-	-	0xA55A always. Start bits of packet.
Command code	UINT16	2	0x04	-	-	Command code
Size	UINT16	2	6	-	-	Data size
System IP address	UINT8	4	192.168.33.30	0x0	0xFF	IP address
FPGA IP address	UINT8	4	192.168.33.180	0x0	0xFF	IP address
FPGA MAC address	UINT8	6	12-34-56-78-90-12	0x0	0xFF	MAC address
Config- uration port	UINT16	2	4096	0x1	0xFFFF	Config Port number
Data port	UINT16	2	4098	0x1	0xFFFF	Data Port number
Footer	UINT16	2	0xEEAA	-	-	0xEEAA always. Stop bits of packet.

### **B.4.2 Response**

Name	Data Type	Number of bytes	Default Value	Min Value	Max Value	Description
Header	UINT16	2	0xA55A	-	-	0xA55A always. Start bits of packet.
Command code	UINT16	2	0x04	-	-	Command code
Status	UINT16	2	0	0	1	0 – Success 1 – Failure
Footer	UINT16	2	0xEEAA	-	-	0xEEAA always. Stop bits of packet.

## **1 B.5 RECORD\_START\_CMD\_CODE**

**2 Start record**

### **3 B.5.1 Request**

Name	Data Type	Number of bytes	Default Value	Min Value	Max Value	Description
Header	UINT16	2	0xA55A	-	-	0xA55A always. Start bits of packet.
Command code	UINT16	2	0x05	-	-	Command code
Size	UINT16	2	0	-	-	Data size
Footer	UINT16	2	0xEEAA	-	-	0xEEAA always. Stop bits of packet.

### **4 B.5.2 Response**

Name	Data Type	Number of bytes	Default Value	Min Value	Max Value	Description
Header	UINT16	2	0xA55A	-	-	0xA55A always. Start bits of packet.
Command code	UINT16	2	0x05	-	-	Command code
Status	UINT16	2	0	0	1	0 – Success 1 – Failure
Footer	UINT16	2	0xEEAA	-	-	0xEEAA always. Stop bits of packet.

## **1 B.6 RECORD\_STOP\_CMD\_CODE**

**2 Stop record**

### **3 B.6.1 Request**

Name	Data Type	Number of bytes	Default Value	Min Value	Max Value	Description
Header	UINT16	2	0xA55A	-	-	0xA55A always. Start bits of packet.
Command code	UINT16	2	0x06	-	-	Command code
Size	UINT16	2	0	-	-	Data size
Footer	UINT16	2	0xEEAA	-	-	0xEEAA always. Stop bits of packet.

### **4 B.6.2 Response**

Name	Data Type	Number of bytes	Default Value	Min Value	Max Value	Description
Header	UINT16	2	0xA55A	-	-	0xA55A always. Start bits of packet.
Command code	UINT16	2	0x06	-	-	Command code
Status	UINT16	2	0	0	1	0 – Success 1 – Failure
Footer	UINT16	2	0xEEAA	-	-	0xEEAA always. Stop bits of packet.

**1 B.7 PLAYBACK\_START\_CMD\_CODE**

**2 Not documented.**

**3 B.8 PLAYBACK\_STOP\_CMD\_CODE**

**4 Not documented.**

## **B.9 SYSTEM\_CONNECT\_CMD\_CODE**

**2** Query system aliveness status

### **B.9.1 Request**

Name	Data Type	Number of bytes	Default Value	Min Value	Max Value	Description
Header	UINT16	2	0xA55A	-	-	0xA55A always. Start bits of packet.
Command code	UINT16	2	0x09	-	-	Command code
Size	UINT16	2	0	-	-	Data size
Footer	UINT16	2	0xEEAA	-	-	0xEEAA always. Stop bits of packet.

### **B.9.2 Response**

Name	Data Type	Number of bytes	Default Value	Min Value	Max Value	Description
Header	UINT16	2	0xA55A	-	-	0xA55A always. Start bits of packet.
Command code	UINT16	2	0x09	-	-	Command code
Status	UINT16	2	0	0	1	0 – Success 1 – Failure
Footer	UINT16	2	0xEEAA	-	-	0xEEAA always. Stop bits of packet.

## **B.10 SYSTEM\_ERROR\_CMD\_CODE**

**2** Query record process status

### **3 B.10.1 Request**

Name	Data Type	Number of bytes	Default Value	Min Value	Max Value	Description
Header	UINT16	2	0xA55A	-	-	0xA55A always. Start bits of packet.
Command code	UINT16	2	0x0A	-	-	Command code
Size	UINT16	2	0	-	-	Data size
Footer	UINT16	2	0xEEAA	-	-	0xEEAA always. Stop bits of packet.

### **4 B.10.2 Response**

Name	Data Type	Number of bytes	Default Value	Min Value	Max Value	Description
Header	UINT16	2	0xA55A	-	-	0xA55A always. Start bits of packet.
Command code	UINT16	2	0x0A	-	-	Command code
Status	UINT16	2	0	0	0xFF	System status code
Footer	UINT16	2	0xEEAA	-	-	0xEEAA always. Stop bits of packet.

## **1 B.11 CONFIG\_PACKET\_DATA\_CMD\_CODE**

**2 Configure record delay**

### **3 B.11.1 Request**

Name	Data Type	Number of bytes	Default Value	Min Value	Max Value	Description
Header	UINT16	2	0xA55A	-	-	0xA55A always. Start bits of packet.
Command code	UINT16	2	0x0B	-	-	Command code
Size	UINT16	2	6	-	-	Data size
Packet Size	UINT16	2	1472	48	1472	Packet size
Delay	UINT16	2	25	5	500	Inter-packet delay
Future Use	UINT16	2	0	-	-	Future Use
Footer	UINT16	2	0xEEAA	-	-	0xEEAA always. Stop bits of packet.

### **4 B.11.2 Response**

Name	Data Type	Number of bytes	Default Value	Min Value	Max Value	Description
Header	UINT16	2	0xA55A	-	-	0xA55A always. Start bits of packet.
Command code	UINT16	2	0x0B	-	-	Command code
Status	UINT16	2	0	0	1	0 – Success 1 – Failure
Footer	UINT16	2	0xEEAA	-	-	0xEEAA always. Stop bits of packet.

**1 B.12 CONFIG\_DATA\_MODE\_AR\_DEV\_CMD\_CODE**

**2 Not documented.**

**3 B.13 INT\_FPGA\_PLAYBACK\_CMD\_CODE**

**4 Not documented.**

## **B.14 READ\_FPGA\_VERSION\_CMD\_CODE**

**2** Read FPGA version

### **3 B.14.1 Request**

Name	Data Type	Number of bytes	Default Value	Min Value	Max Value	Description
Header	UINT16	2	0xA55A	-	-	0xA55A always. Start bits of packet.
Command code	UINT16	2	0x0E	-	-	Command code
Size	UINT16	2	9	-	-	Data size
Footer	UINT16	2	0xEEAA	-	-	0xEEAA always. Stop bits of packet.

### **4 B.14.2 Response**

Name	Data Type	Number of bytes	Default Value	Min Value	Max Value	Description
Header	UINT16	2	0xA55A	-	-	0xA55A always. Start bits of packet.
Command code	UINT16	2	0x0E	-	-	Command code
Status	UINT16	2	-	0	0xFFFF	0–6th bits -> Major version 7th–13th bits -> Minor version 14th bit -> 0 – Record bit file 14th bit -> 1 – Playback bit file
Footer	UINT16	2	0xEEAA	-	-	0xEEAA always. Stop bits of packet.

## **APPENDIX C: PARSING THE IR RECORDER OUTPUT**

## 1 APPENDIX D: PARSING THE RADAR DATA CUBES 2 FROM RAW RADAR DATA

3 The Listing D.1 presents an example for parsing the radar data cubes from the raw radar  
 4 data. The meanings of the variables used in the Listing, that correspond to the symbols  
 5 in 4.3, are defined in D.1.

*Listing D.1.* *Code example for extracting radar cubes from the raw radar data.*

```

6 import numpy
7
8 def get_frames(N, M, K, path):
9     with open(path, 'rb') as _file:
10         data = _file.read()
11
12     d = numpy.frombuffer(data, dtype='int16')
13
14     n = numpy.arange(0, len(d), 4)
15     d_r = numpy.array([d[n], d[n+1]]).flatten('F')
16     d_i = numpy.array([d[n+2], d[n+3]]).flatten('F')
17     s = d_r + 1j * d_i
18
19     S = s.reshape((-1, M, K, N), order='C') \
20             .transpose(0, 2, 1, 3)
21
22 return S

```

---

Variable	Definition
N	The number of samples per chirp
M	The number of chirps per sample
K	The number of active receivers
d	Raw 16-byte integer samples (d)
d_r	Vector of real samples (in-phase component)
d_i	Vector of imaginary samples (quadrature component)
s	Vector of complex samples
S	The tensor S, that contains the radar cubes (frames) $\left[ S_0, \dots, S_{\frac{\ s\ }{NMK}} \right]$

---

**Table D.1.** Variable meanings in Listing D.1

## 1 APPENDIX E: APPLYING FORWARD-BACKWARD 2 SPATIAL SMOOTHING TO A DATA MATRIX

- 3 The listing E.1 shows an example implementation of the FBSS algorithm written in python.  
 4 The first argument for the function is a radar data cube, consisting of  $M$  chirps sampled  
 5  $N$  times on  $K$  receivers. The dimensions of the data cube are  $K \times M \times N$ . The second  
 6 and third argument are the dimensions of the scanning window, and the last argument is  
 7 the index of a chirp in the data cube;  $m \in [0, M)$ .

*Listing E.1.* *Code example for applying forward-backward spatial smoothing to a data matrix.*

```

8 import numpy
9 def covariance_FBSS(data_cube, q1, q2, m):
10     K = data_cube.shape[0]
11     N = data_cube.shape[2]
12     p1 = K-q1
13     p2 = N-q2
14
15     J = numpy.fliplr(numpy.identity(q1*q2))
16
17     chirp = data_cube[:, m, :]
18     d = lambda pp1, pp2 : \
19         chirp[pp1:pp1+q1, pp2:pp2+q2].flatten('F')
20
21     D = None
22     for pp1 in range(p1):
23         for pp2 in range(p2):
24             D = numpy.column_stack( (D, d(pp1, pp2)) ) \
25                 if D is not None else d(pp1, pp2)
26
27     DD = D @ D.conj().T
28     D_cov = (1/(2*p1*p2)) * (DD + J @ DD.T @ J)
29     return D_cov

```

1   **APPENDIX F: APPLYING 2-D MUSIC ALGORITHM TO A  
2   RADAR DATA CUBE TO ESTIMATE THE  
3   RANGE-AZIMUTH POWER SPECTRUM**

- 4   Listings F.1–F.2 show an example of applying the 2D-MUSIC algorithm to a radar data  
5   cube with dimensions  $K \times M \times N$ , where  $K$  is the number of active receivers,  $M$  is the  
6   number of recorded dwells and  $N$  is the number of samples per dwell.
- 7   The first argument for the function defined in Listing F.2 is the radar data cube. The  
8   second and third are respectively the range and AoA (Angle of Arrival) bins the spectrum  
9   shall be estimated for. The fourth argument is the slope of the chirp  $S = \Delta f \div T_c$ , where  
10    $S$  is the slope of the chirp,  $\Delta f$  is the change in frequency of the chirp during sampling  
11   and  $T_c$  is the duration of the chirp. The fifth argument is the sampling frequency and the  
12   sixth and final argument is the carrier frequency of the modulated chirp signal.
- 13   The number of targets  $L$  in the algorithm is estimated using AIC, as described by Wax  
14   and Kailath [51].

***Listing F.1.*** *Code example for estimating the range-azimuth spectrum for a radar data cube using the 2D-MUSIC algorithm. (Part 1/2)*

```
15 import numpy
16 from scipy import constants
17 from scipy import pi as PI
18 def music(frame, ranges, angles, slope, fs, fc):
19     K, M, N = frame.shape
20     wlen = constants.c / fc
21     d = wlen / 2
22     p1 = 2; p2 = 2
23     q1 = K-p1; q2 = N-p2
24
25     cov_mtx = numpy.mean( numpy.array(
26         [ covariance_FBSS(frame, q1, q2, m) for m in numpy.arange(M) ]
27     ), axis=0 )
```

<sup>1</sup> Listing F.2 is continuation to listing F.1.

**Listing F.2.** *Code example for estimating the range-azimuth spectrum for a radar data cube using the 2D-MUSIC algorithm. (Part 2/2)*

```

2     eigvals, eigvecs = numpy.linalg.eigh(cov_mtx)
3     # sort largest first so noise subspace is in the end
4     sort_order = numpy.flip(numpy.argsort(eigvals))
5     eigvecs = eigvecs[:,sort_order]
6     W = eigvecs[:, L+1:]
7
8     p = len(eigvals)
9     def AIC(l):
10        numerator = numpy.prod(eigvals[l:]) ** (1/(p-l))
11        denominator = (1 / (p-l)) * numpy.mean(eigvals[l:])
12        exponent = ((p-l)*(K))
13        sum_factor = 2*l*(2*p-l)
14
15        return -2*numpy.log10(
16            (numerator/denominator)
17            ) ** exponent + sum_factor
18
19     L = numpy.argmin(numpy.array([AIC(l) for l in range(p)]))
20     steering_vec = lambda theta: numpy.exp(
21         1j*((2*PI)/wlen) * d*numpy.arange(q1) * numpy.sin(theta)
22     )
23
24     range_vec = lambda r: numpy.exp(
25         1j*2*PI * ((2*r)/constants.c) * slope*numpy.arange(q2)*(1/fs)
26     )
27
28     alpha = lambda a, r: numpy.outer(
29         steering_vec(a), range_vec(r)
30     ).reshape((-1,1), order='F')
31
32     range_spectrum = lambda r, theta: 1 / (
33         alpha(theta, r).conj().T @ W @ W.conj().T @ alpha(theta, r)
34     )
35
36     P = lambda theta : numpy.vectorize(range_spectrum)(ranges, theta)
37     spectrum = numpy.array([P(theta) for theta in angles])
38     return abs(spectrum)**2

```

<sup>1</sup> **APPENDIX G: DERIVATION OF THE RANGE AND  
<sup>2</sup> VELOCITY EQUATIONS FOR FMCW  
<sup>3</sup> RADAR**

Figure G.1 illustrates the transmitted chirp and and the reflected echo from one target. Denoting the transmitted chirp as  $c(t)$  and the reflected echo as  $r(t)$ , the difference between the two is called the beat signal  $s_b$  as defined by equation G.1.

$$s_b(t) = c(t) - r(t) \quad (\text{G.1})$$

The frequency of the beat signal is called the beat frequency  $f_b(t)$ , and it is estimated by applying the discrete Fourier transform to the beat signal. Given the signal is sampled  $N$  times during a single chirp with a sampling frequency of  $f_s$ , the discrete Fourier transform will result in  $N$  range bins, hence the resolution of the Fourier transform is as given by equation G.2.

$$\Delta f_b = \frac{f_s}{N} \quad (\text{G.2})$$

<sup>4</sup> **G.1 Deriving the range equation**

Assuming the radar is of monostatic kind and not moving, the beat frequency is produced solely by the delay caused by the round-trip-time from the radar to the target and back and the Doppler-shift caused by the target. Assuming the signal is propagating at the speed of light, the round-trip-time  $T_{\text{RTT}}$  is given by equation G.3, and the Doppler-shift  $\Delta f_d$  by equation G.4.

$$T_{\text{RTT}} = \frac{2R_l}{c} \quad (\text{G.3})$$

$$\Delta f_d = \frac{v_l}{c} f_c \quad (\text{G.4})$$

# Placeholder

**Figure G.1.** Transmitted signal, reflected echo, and beat frequency.

Because the slope  $s$  of the signal is constant, the beat frequency is linearly proportional to round-trip time. The beat frequency of the reflection from the  $l$ :th target is given by equation G.5.

$$f_{b,l} = s \frac{2R_l}{c} + \Delta f_{d,l} \quad (\text{G.5})$$

When the doppler shift of the  $l$ :th target is much lower than the beat frequency resolution, i.e.  $\Delta f_{d,l} \ll \Delta f_b$ , the equation G.5 can be approximated as given by equation G.6, thus the range of the target on range  $R_l$  is given by equation G.7.

$$f_{b,l} \approx \frac{2R_l s}{c} \quad (\text{G.6})$$

$$R_l \approx \frac{f_{b,l} c}{2s} \quad (\text{G.7})$$

By combining the equations G.2 and G.7, the range resolution of the fast-time Fourier transform is given by G.8.

$$\Delta R = \frac{\Delta f_b c}{2s} \quad (\text{G.8})$$

Due to complex sampling, the maximum frequency observable by the receiver is equal to the sampling frequency. Thus, the maximum beat frequency and thereby maximum range is dictated by the sampling frequency. The maximum range is given by equation G.9.

$$R_{\max} = \frac{f_s c}{2s} \quad (\text{G.9})$$

## <sup>1</sup> G.2 Velocity equation

The change of the phase of a signal after it has been transmitted is given by the wavelength and distance travelled (equation G.10). Upon reflection, the signal experiences a phase change of  $\pi$  radians and the frequency of the signal changes due to Doppler shift.

$$\Delta\varphi(R, f) = 2\pi \left( \frac{R}{\lambda} - \left\lfloor \frac{R}{\lambda} \right\rfloor \right) = 2\pi \left( \frac{fR}{c} - \left\lfloor \frac{fR}{c} \right\rfloor \right) \quad (\text{G.10})$$

Equation G.10 is a surjection but not a bijection, thus the range of the target cannot be determined from the range unless it is less than the wavelength when the floor function term ( $\lfloor \cdot \rfloor$ ) becomes zero and the function becomes a bijection. The special case is shown by equation G.11.

$$\forall R \in [0, \lambda] : \Delta\varphi(R, f) = 2\pi \frac{fR}{c} \quad (\text{G.11})$$

- <sup>2</sup> When the signal reflects off a target, it experiences a phase change of  $\pi$  radians. The
- <sup>3</sup> phase of the received reflection is thus given by equation G.12

$$\varphi_{\text{RX}}(R, f) = \varphi_{\text{TX}} + \Delta\varphi(R, f) + \pi + \Delta\varphi(R, f + \frac{v}{c}f) \quad (\text{G.12})$$

- <sup>4</sup> Because phase is linearly proportional to range, as shown by equation G.11, the phase
- <sup>5</sup> difference between the signals reflected from two targets moving at the same velocity can
- <sup>6</sup> be calculated as shown by equation G.13.

$$\begin{aligned} \Delta\varphi(R_1, R_2, f) &= \Delta\varphi(R_1, f) + \pi + \Delta\varphi(R_1, f + \frac{v}{c}f) \\ &\quad - \left( \Delta\varphi(R_2, f) + \pi + \Delta\varphi(R_2, f + \frac{v}{c}f) \right) \\ &= \Delta\varphi(R_1, f) + \Delta\varphi(R_1, f + \frac{v}{c}f) \\ &\quad - \Delta\varphi(R_2, f) - \Delta\varphi(R_2, f + \frac{v}{c}f) \end{aligned} \quad (\text{G.13})$$

- <sup>7</sup> Again assuming  $R_1 - R_2 < \lambda$ , the equation G.13 can be evaluated as given by equation
- <sup>8</sup> G.14.

$$\begin{aligned}
\forall R_1 - R_2 \in [0, \lambda] : \Delta\varphi(R_1, R_2, f) \\
= 2\pi f R_1 \left( \frac{1 + \frac{v}{c}}{c} \right) - 2\pi f R_2 \left( \frac{1 + \frac{v}{c}}{c} \right) \\
= 2\pi f (R_1 - R_2) \left( \frac{1 + \frac{v}{c}}{c} \right)
\end{aligned} \tag{G.14}$$

The frequency of a sinusoidal wave can be expressed as  $f = \omega \div (2\pi)$ , where  $\omega$  is the phase velocity of the wave. Given the phase difference of a single-tone signal sampled at a time interval of  $T_c$  is  $\Delta\varphi_{T_c}$ , the corresponding frequency can be calculated using equation G.15.

$$\Delta\varphi_{T_c} = 2\pi f T_c \Leftrightarrow f = \frac{\Delta\varphi_{T_c}}{2\pi T_c} \tag{G.15}$$

- 1 From the properties of discrete Fourier transform, it is known that the frequency resolution
- 2 for the transform is  $\Delta f = 1 \div T_c$ . Because the target can have either a positive or negative
- 3 velocity, both positive and negative frequencies may be induced by the change in range.
- 4 Hence, the domain of interest for the slow-time Fourier transform is  $f \in [-\frac{1}{2T_c}, \frac{1}{2T_c}]$ . The
- 5 corresponding set of phase shifts is  $\varphi \in [-\pi, \pi]$  and the phase resolution of the transform
- 6 is  $\Delta\varphi = \frac{2\pi}{M}$ .

Given the signal is sampled  $M$  times at the rate of  $T_c$ , the frequency resolution ( $\Delta f$ ) for a discrete Fourier transform of the signal is  $M \div T_c$ . Thus, the velocity required for a Doppler-shift to induce an error of one bin ( $v_{\text{err}}$ ) is given by equation G.16. Given  $M = 64$ ,  $f = 60$  GHz and  $T_c = 260 \mu\text{s}$  (realistic values for an FMCW (Frequency Modulated Constant Waveform) radar),  $v_{\text{err}} \approx 1230 \frac{\text{m}}{\text{s}}$ .

$$\frac{v_{\text{err}}}{c} f = \frac{M}{T_c} \Leftrightarrow v_{\text{err}} = \frac{cM}{fT_c} \tag{G.16}$$

Given  $v \ll v_{\text{err}}$ , the equation G.14 can be approximated as given by equation G.17.

$$\begin{aligned}
\forall R_1 - R_2 \in [0, \lambda] : \Delta\varphi(R_1, R_2, f) \\
= \frac{2\pi f (R_1 - R_2)}{c}
\end{aligned} \tag{G.17}$$

Substituting  $\Delta\varphi$  in equation G.17 with the frequency resolution and denoting  $R_1 - R_2 = 2\Delta R$  (change in target range causes twice the change in propagation distance), the equation can be solved for  $\Delta R$  to acquire the range resolution for the slow-time Fourier transform. Dividing the value with the sampling interval  $T_c$ , the minimum and maximum velocity

and the velocity resolution can be calculated as given by equations G.18 and G.19.

$$\Delta v = \frac{\Delta\varphi c}{4\pi f T_c} = \frac{2\pi c}{4M\pi f T_c} = \frac{c}{2MfT_c} \quad (\text{G.18})$$

$$\begin{cases} v_{\max} = \frac{\varphi c}{4\pi f T_c} = \frac{c}{4fT_c} \\ v_{\min} = \frac{-\varphi c}{4\pi f T_c} = \frac{-c}{4fT_c} \end{cases} \quad (\text{G.19})$$

## 1 APPENDIX H: PARSING FRAMES FROM RECORDED 2 DEPTH AND RGB VIDEO

*Listing H.1.* Code example for parsing depth frames from file

```

3 import numpy
4
5 with open('depth.raw', 'rb') as f:
6     data = f.read()
7
8 resolution = (480, 640)
9 d = numpy.frombuffer(data, dtype='int16')
10 frames = d.reshape((-1, *resolution), order='C')
11
12 F = lambda j : frames[j] # get j:th frame

```

*Listing H.2.* Code example for parsing rgb frames from file

```

13 import numpy
14
15 with open('rgb.raw', 'rb') as f:
16     data = f.read()
17
18 resolution = (480, 640)
19 d = numpy.frombuffer(data, dtype='uint8')
20 frames = d.reshape((-1, *resolution, 3), order='C')
21
22 F = lambda j : frames[j] # get j:th frame
23
24 Parsing the audio file with Python Soundfile import soundfile
25 data, samplerate = soundfile.read('audio.wav', dtype='float32')
26
27 All samples of n:th channel S = lambda n : data[:, n]

```