



# Demo: Real-Time Low-Latency Tracking for UWB Tags



Link to Website

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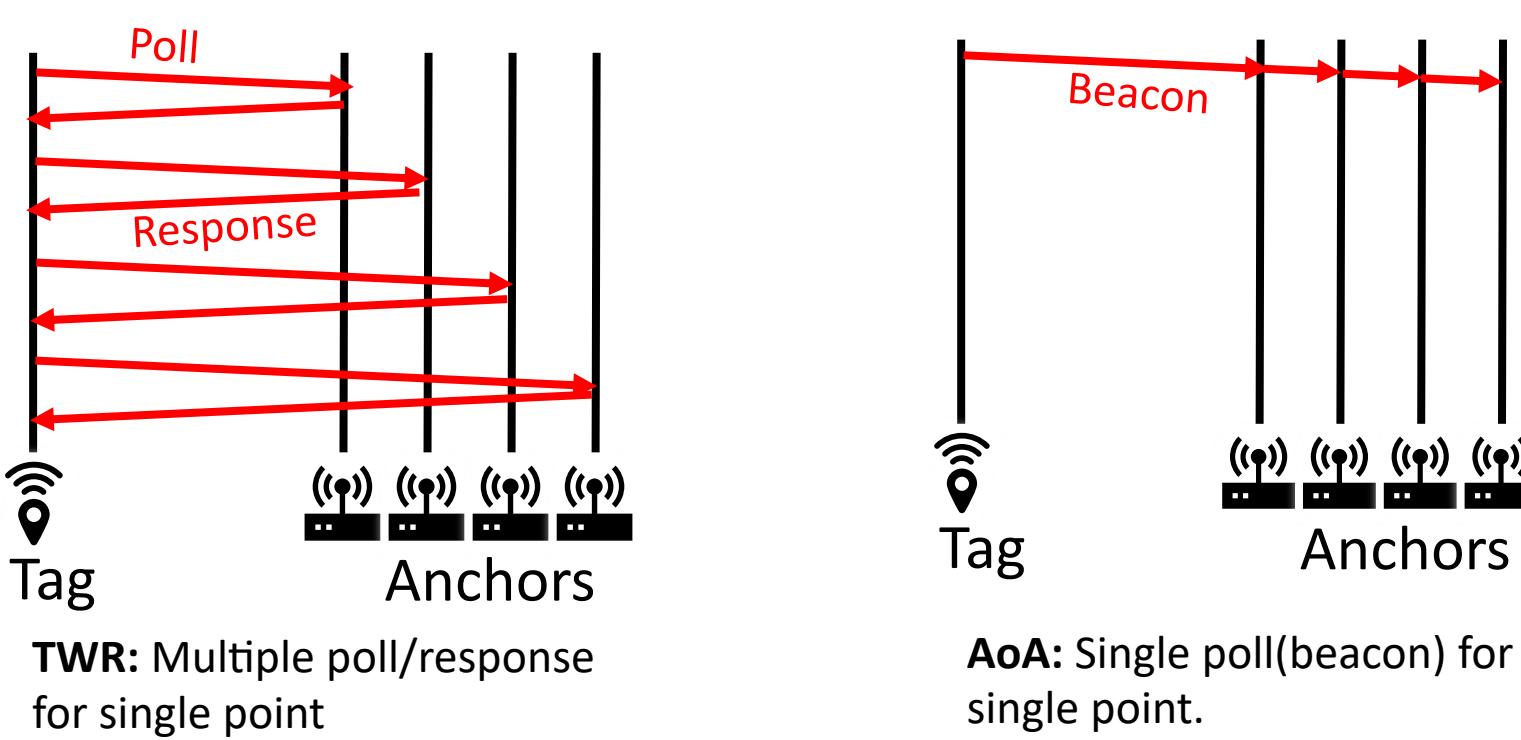
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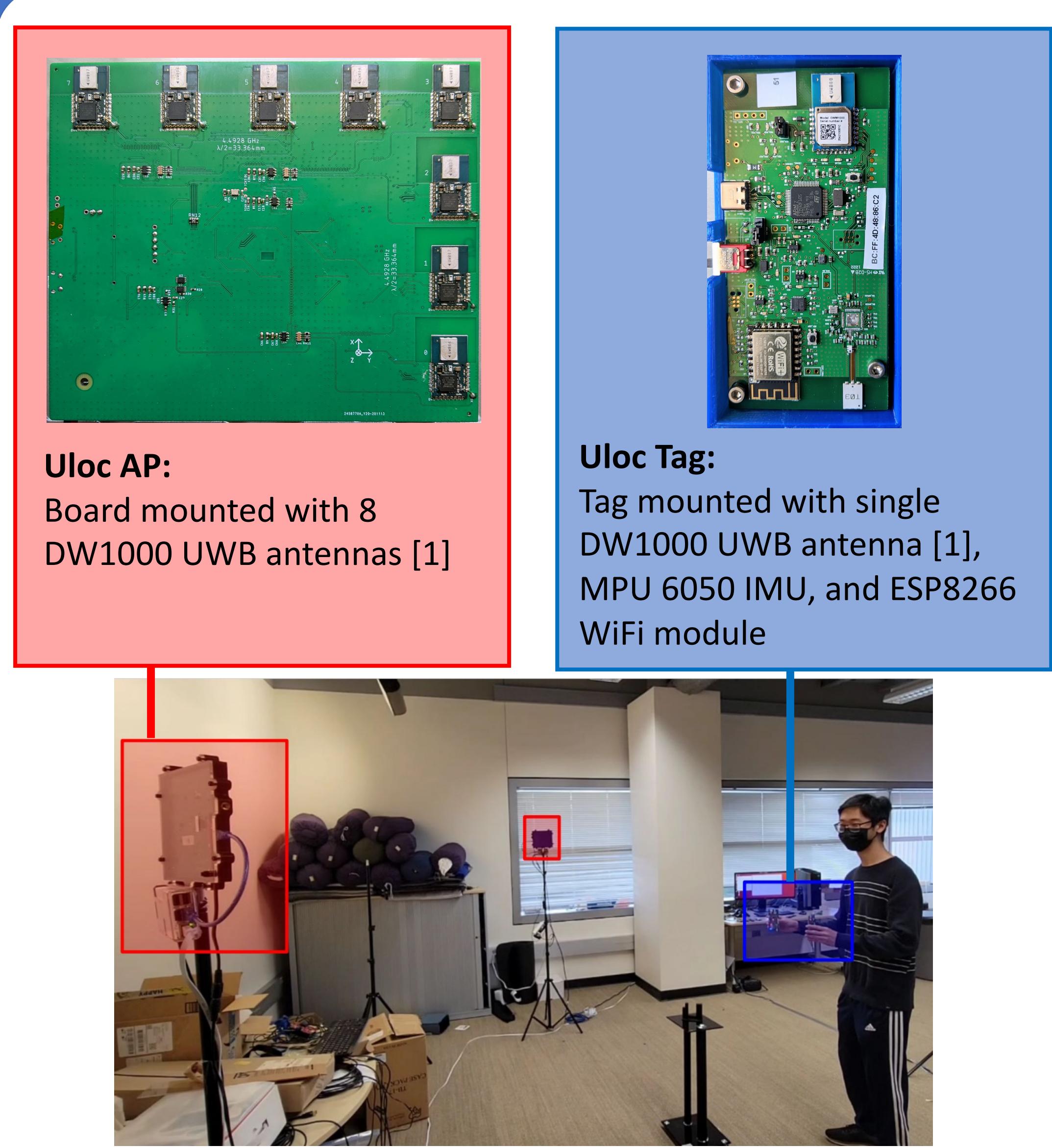
## Motivation



- Adoption of VR/AR technologies demands limb tracking, which can be limited for visual sensors.
- UWB sensors provide pose for multiple tags in NLOS conditions.
- Final localization at infrastructure to reduce tag computation
- Popular two-way-ranging (TWR) too high latency. Angle-of-Arrival (AoA) methods superior with low latency.

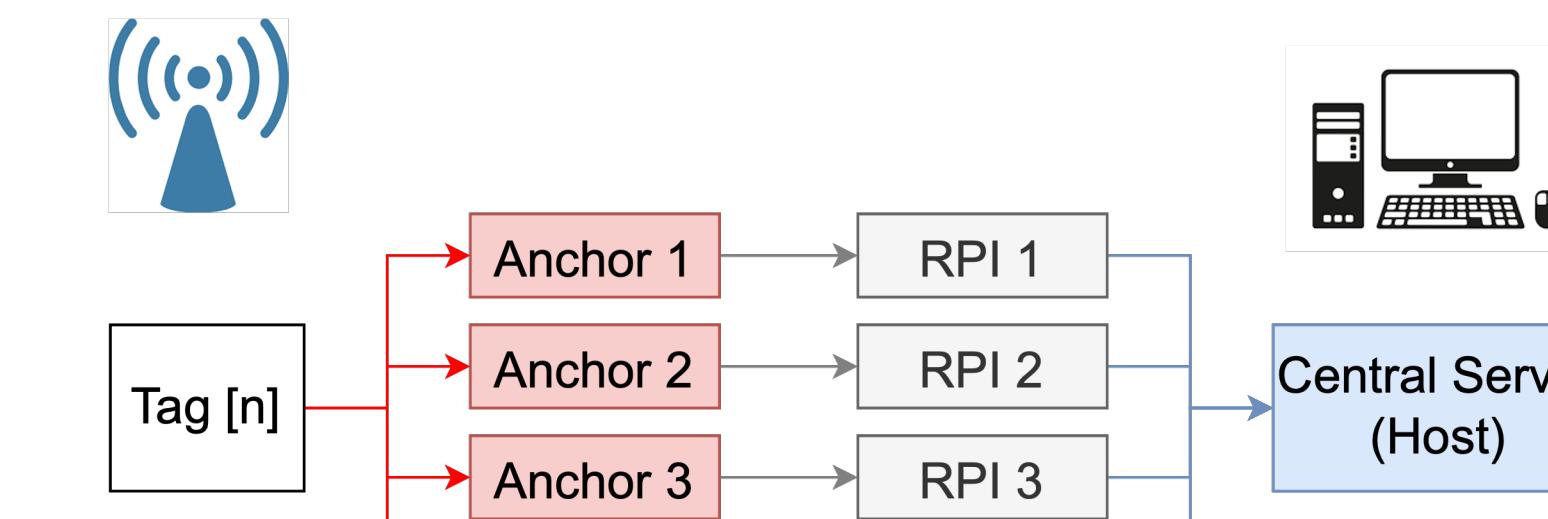


## System and Environment

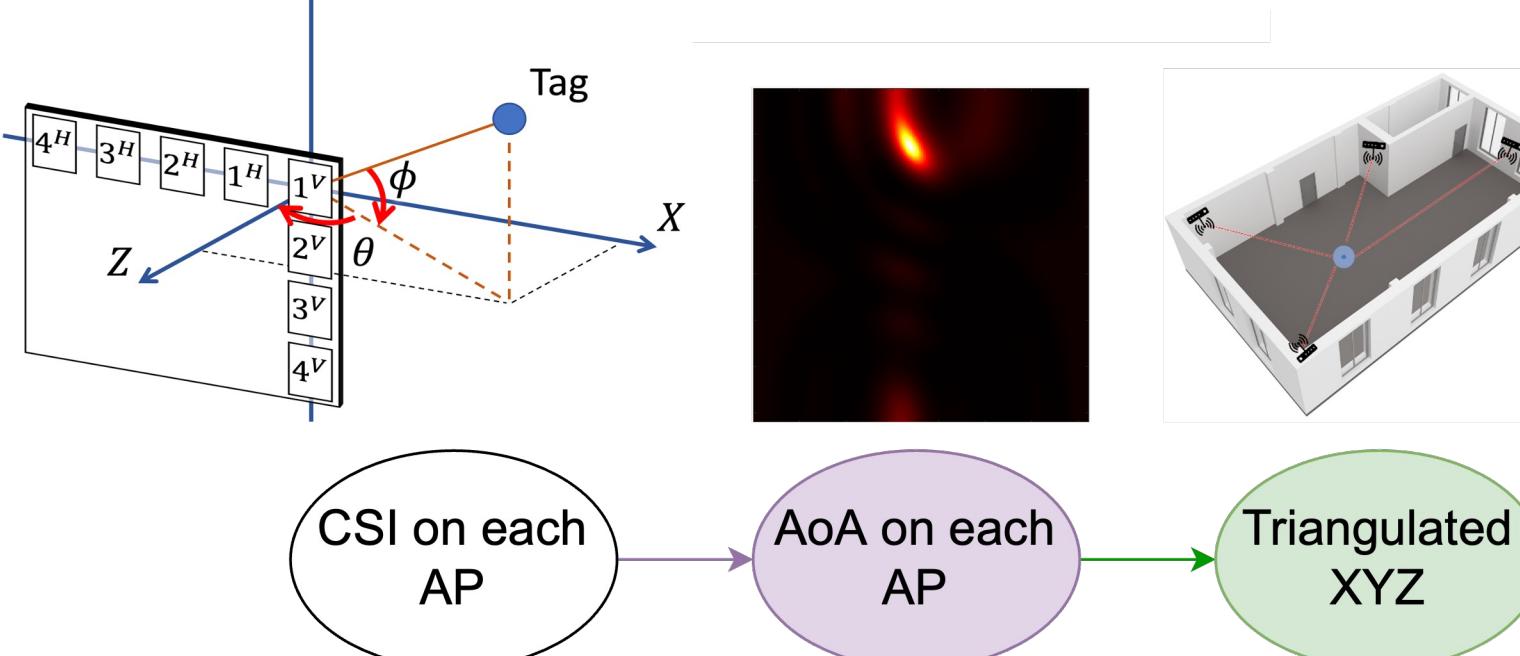


## System Design

- Data Transmission:**
- UWB Beacon transmitted to Anchors
  - Signal sent to RPI by serial line, USB 2.0
  - Signal per AP sent to Host by ethernet LAN

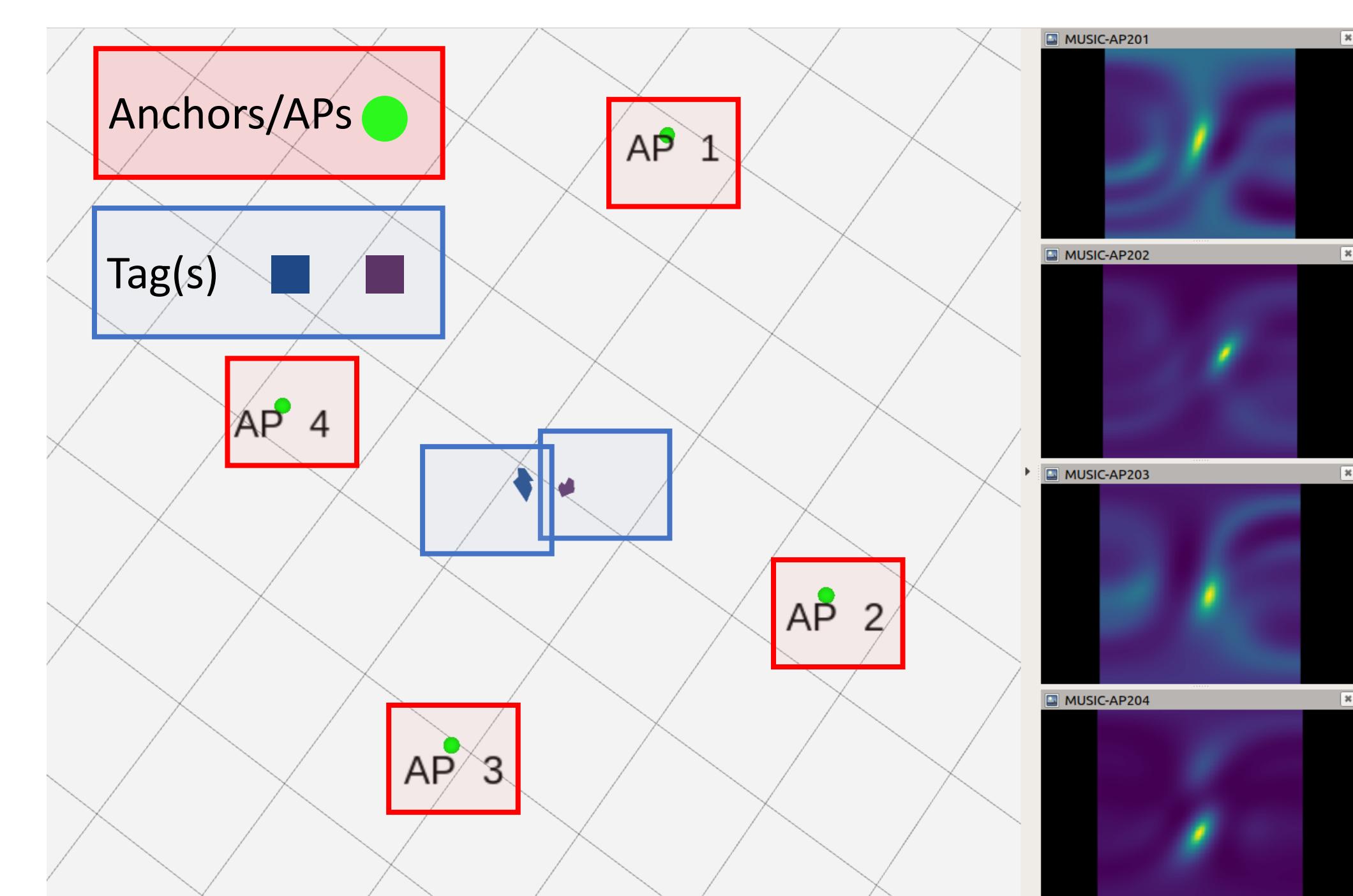


- Data Transmission:**
- Phase differences of signal on each antenna used to estimate AoA
  - AoA can be triangulated to localize transmitter (Tag)



## GUI

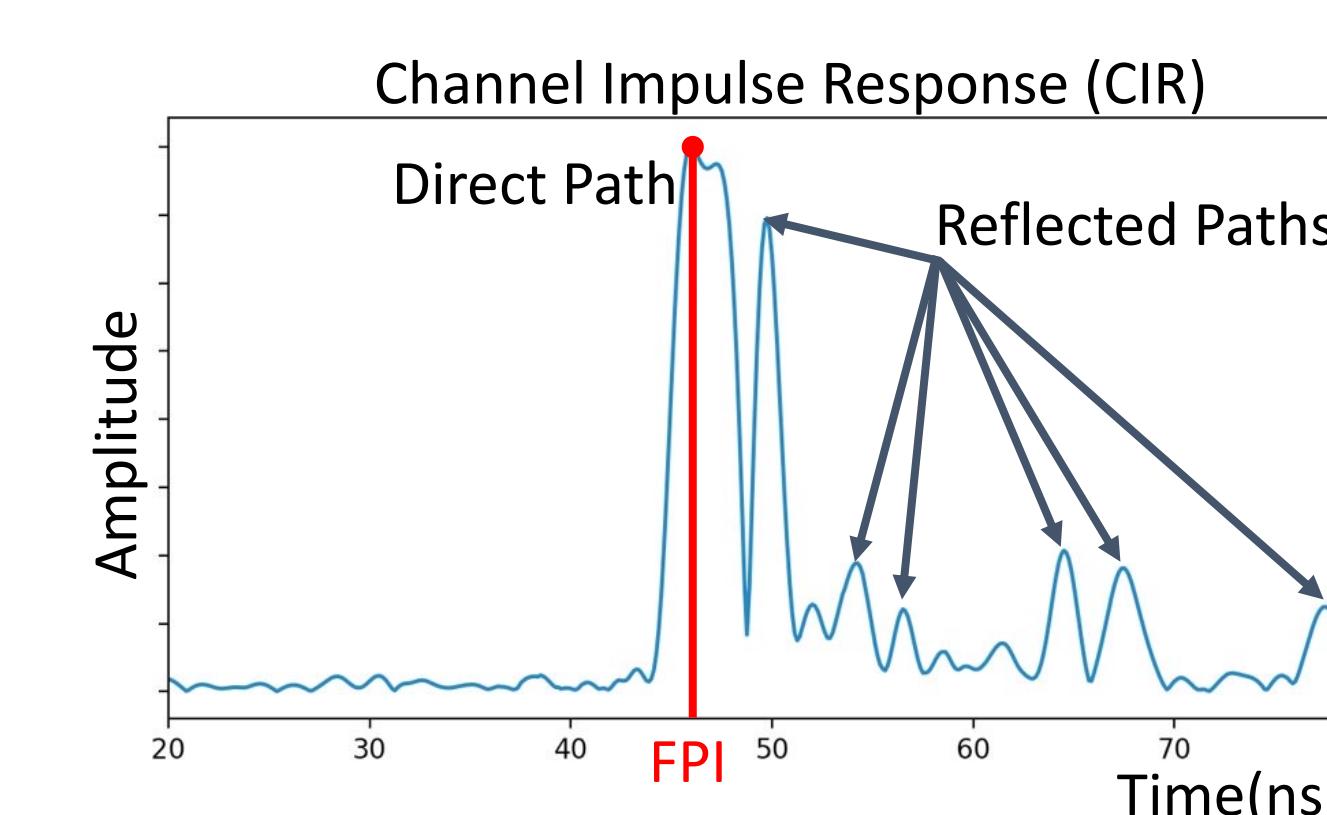
- Localization:**  
3D locations of each of our Anchors and Tags as they move in real-time.



- Profiles:**  
MUSIC likelihood profile of the AoA to Tag 1 (Blue) for each Anchor. The horizontal axis gives the azimuthal angle, while the vertical axis gives the elevation angle.

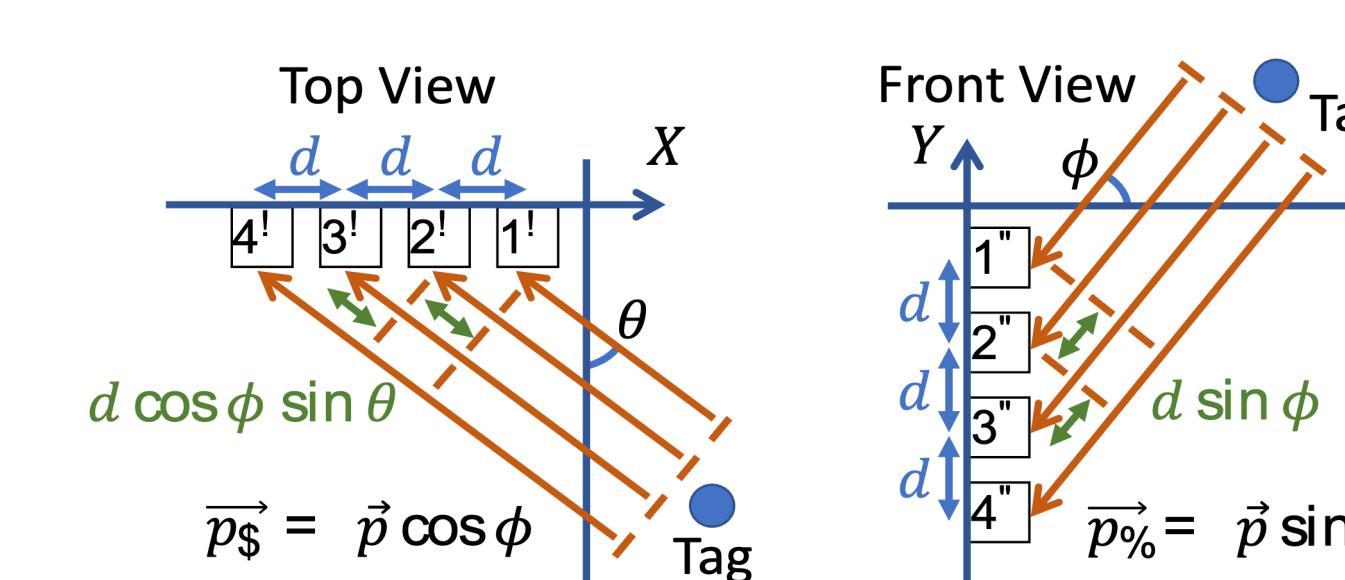
## 3D AoA Measurements

### UWB Multipath Separation



- A reflected path will have a longer time of flight (ToF) than a direct path.
- High bandwidth of 500MHz allows 1ns ToF or 1ft spatial resolution.
- Reflected paths arriving beyond 1ns of the direct path can be resolved by using FPI.
- Phase at the FPI is then used to estimate AoA.

### 3D Angle-of-Arrival



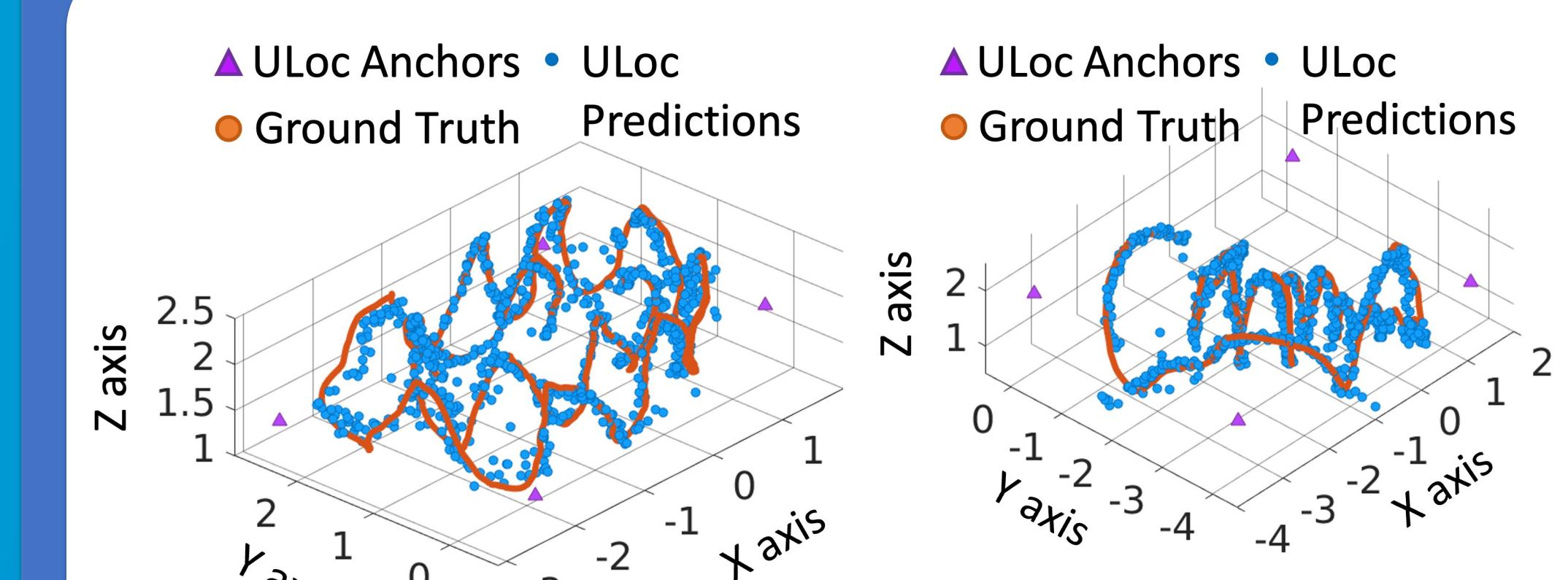
- The azimuthal ( $\theta$ ) and elevation ( $\phi$ ) angles must be jointly estimated as above for an L shaped array [5].
  - These can be estimated by finding the  $\theta, \phi$  that maximize the dot product of our steering vectors below with the onset signal for antennas:
- $$1\text{-}4^1 : \left[ 1, e^{\frac{2\pi d \sin(\theta) \cos(\phi)}{\lambda}}, e^{\frac{2\pi 2d \sin(\theta) \cos(\phi)}{\lambda}}, e^{\frac{2\pi 3d \sin(\theta) \cos(\phi)}{\lambda}} \right]$$
- $$1''\text{-}4'' : \left[ 1, e^{\frac{2\pi d \sin(\phi)}{\lambda}}, e^{\frac{2\pi 2d \sin(\phi)}{\lambda}}, e^{\frac{2\pi 3d \sin(\phi)}{\lambda}} \right]$$

## Related Works

Many other UWB systems employ either TWR, Concurrent Ranging/AoA, or time-difference-of-arrival (TDoA) when localizing tags.

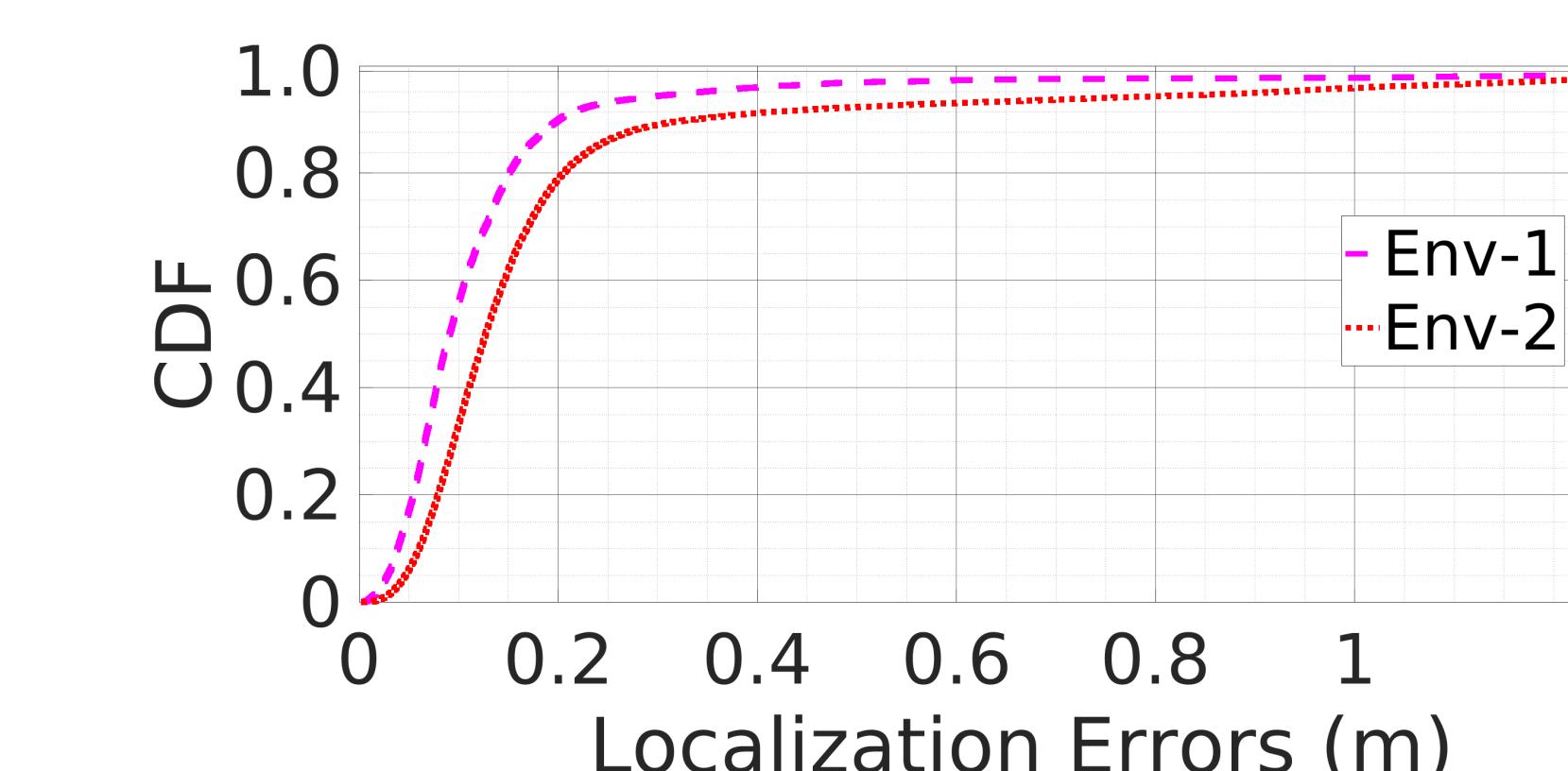
- TWR suffers from high-latency due to multiple transmissions for a single localization estimate [2].
- Concurrent AoA/Ranging methods suffer from high power consumption due to tag receiving from multiple APs [3,4]
- TDoA requires extremely accurate time syncing across APs [4].

## Results



### Env1 – Office Environment

- Many reflected paths
- Median Error: 9cm
- 90<sup>th</sup> Percentile: 20cm



## References

- [1] Decawave Antenna Datasheet. <https://www.decawave.com/product/dwm1000-module/>.
- [2] Pozyx. pozyx.io.
- [3] Milad Heydarian, Hossein Dabirian, and Omprakash Gnawali. 2020. AnguLoc: Concurrent angle of arrival estimation for indoor localization with UWB radios. In 2020 16th International Conference on Distributed Computing in Sensor Systems (DCOSS). IEEE, 112–119.
- [4] B. Großwindhager, M. Stocker, M. Rath, C. A. Boano, and K. Römer. Snaploc: An ultra-fast uwb-based indoor localization system for an un-limited number of tags. In 2019 18th ACM/IEEE International Conference on Information Processing in Sensor Networks (IPSN), pages 61–72. IEEE, 2019.
- [5] M. Zhao, T. Chang, A. Arun, R. Ayyalasomayajula, C. Zhang, and D. Bharadia. ULoc: Low-power, scalable and cm-accurate uwb-tag localization and tracking for indoor applications. Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies, 5(3):1–31, 2021.