Indoor Wireless Beacon Tracking Using ESP32

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Abstract—**This document is a report which demonstrates the use of machine learning in beacon tracking using an unmanned ground vehicle (UGV) and a WiFi-enabled microcontroller such as the ESP32.**

1 Introduction and Related Work

Positioning, localization and navigation (PLAN) technology has become an essential capability for consumer household devices such as robot vacuums and autonomous vehicles alike. This fast growing market has seen the entry of big tech giants such as Amazon, Apple and Google. Use cases of PLAN include safety, medical applications and assistance for the elderly and the specially abled. Reliable PLAN technology can reduce road accidents, congestion, energy and time consumption. A comprehensive survey of PLAN technology presented in [1] categorizes these technologies based on the primary sensors used in navigation and illustrates the trade-offs between accuracy, cost, and complexity. Some of these technologies are briefly described below.

The authors of [2] present a fuzzy controller system consisting of three ultrasonic sensors and one camera to detect obstacles in the robot's vicinity. The navigation logic is implemented on a BLE tag module using the angle of arrival (AOA) method and is suitable for unmanned nursing in hospitals, especially during pandemic outbreaks. The authors of [3] propose iDROP, a 3-D localization scheme for drones in indoor GPS-denied environments that is robust against noise and multipath fading and provides location estimation with high accuracy. The authors of [4] present a UGV powered by the robot operating system (ROS) that uses light detection and ranging (LiDAR) for accurate navigation even in dynamic conditions, suitable for various indoor robotic use cases such as in warehouses or construction sites. The authors of [5] present a cost-effective and scalable navigation system for ESP32 microcontrollers using multiple BLE beacons. A neural network is employed to model the position of the robot based on the signal strength received from various BLE beacons and the Levenberg-Marquardt method is used to accurately estimate the position of the robot. The authors of [6] present a strategy for landing a UAV using a radio beacon that exploits a special structure occurring when approaching the target beacon from above to reduce the flight time required for landing near the beacon.

Methods based on artificial intelligence (AI) have gained popularity in recent literature. The authors of [7] propose an easy to implement method for multi-object tracking (MOT) using an encoder-decoder mechanism. Their proposed method achieves comparable performance with state-of-the-art frameworks on the challenging MOT dataset. The authors of [8] leverage deep reinforcement learning (RL) to train an agent for tracking dynamically moving objects using unmanned surface vehicles (USV) in marine environments. The trained RL agent performs comparably to the analytically derived trajectory in the steady state. The authors of [9] explore multiple RL algorithms using LiDAR inputs on TurtleBot3, showing that the twin delayed deep deterministic policy gradient (TD3) is the most efficient and robust across varied environments.

Many of the above methods are either too complex or too expensive to be implemented on cheap hardware such as an ESP32 microcontroller. Furthermore, a lot of supporting infrastructure needs to be set up to enable autonomous navigation. Our work aims to provide a lightweight and cost-effective solution for indoor beacon tracking using easily available wireless-capable microcontrollers such as the ESP32. The main contributions of this paper are as follows.

1) A simple yet robust algorithm for indoor beacon tracking using only RSSI measurements from a single target beacon.
2) A practical implementation of the algorithm on an ESP32 microcontroller mounted on a UGV chassis using open-source frameworks such as PlatformIO.

2 Preliminaries

To estimate (radial) distance to beacon, we use its signal strength. For WiFi, this is the **Received Signal Strength Indicator** (RSSI). The RSSI (in dBm) at radial distance of r metres is given by

$$R(r) = R(1) - 10\log_{10}(r) \tag{1}$$

where $R(1)$ is the RSSI at a distance of 1 metre from the beacon. The beacon tracking problem can be formulated as the following optimization problem.

$$\max_r R(r) \text{ s.t. } r > 0. \tag{2}$$

The derivative and second derivative of $R(r)$ is given by

$$R'(r) = -\frac{10}{\ln 10}\frac{1}{r}, \tag{3}$$

$$R''(r) = \frac{10}{\ln 10}\frac{1}{r^2} > 0. \tag{4}$$

Notice that for $r > 0$, $R'(r) < 0$, thus $R(r)$ is a decreasing function of r. This implies that the maximum RSSI is at $r = 0$, as expected. Since $R(r)$ is a convex function of r, we can use gradient ascent to recursively find the point where the RSSI is maximum, which would correspond to the location of the beacon. Using (3), the gradient ascent update equation is given by

$$r_{n+1} = r_n + \alpha R'(r_n) = r_n - \frac{10\alpha}{r_n \ln 10} \qquad (5)$$

where r_i is the radial distance at the i-th step and α is the step size. Since $r_n > 0$, we can see that $r_{n+1} < r_n$ for all n. In other words, the radial distance to the beacon is decreasing with each step. This means that the UGV will converge towards the beacon. However, due to the explosion of the gradient in (3), the update steps become larger as r_n decreases, which could lead to overshooting the beacon. To prevent this, the UGV uses a recursive algorithm to update its position using this principle until it is close enough to the beacon based on the RSSI measurements it takes at various points in the vicinity of its current position. The algorithm is described in Algorithm 1.

Algorithm 1 Beacon Tracking Algorithm

Input: RSSI threshold T, number of steps N
1: **while** GETRSSI() $< T$ **do**
2:    Take N steps in a straight line and measure the RSSI at each step.
3:    Suppose the maximum RSSI is measured at step i.
4:    Move to the position at step i
5:    **if** $i = N$ **then**
6:        Move one step forward.
7:    **else if** $i = 0$ **then**
8:        Move one step backward.
9:    **else**
10:        Turn left.

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3 Implementation

3.1 Assets

1) UGV chassis with DC motors
2) ESP32 microcontroller with Type-B USB cable
3) L293D Motor Driver IC
4) Breadboard and Jumper Wires
5) Android phone
6) (Optional) USB 2.0/3.0 Hub

3.2 Procedure

1) Make the connections as per the wiring diagram in Figure 1.
2) Connect the ESP32 board to your Android Phone.
3) Generate the firmware by entering the following commands.

```
$ cd codes
$ pio run
```
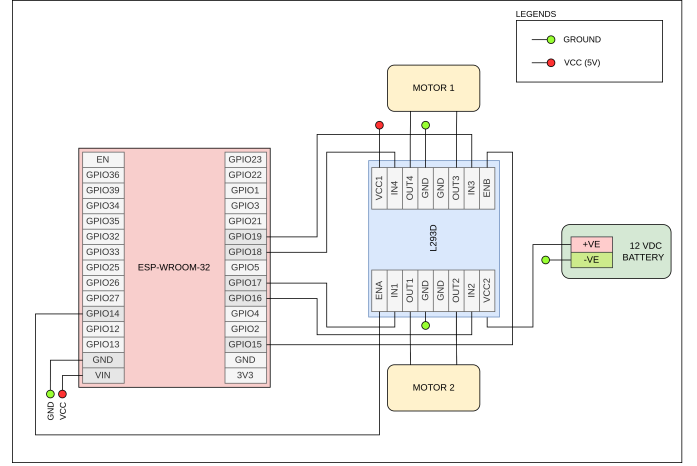
4) Go to ArduinoDroid and select

Fig. 1: Wiring Diagram for Beacon Tracking.

```
Actions → Upload → Upload Precompiled
```

and choose the firmware file at

```
codes/.pio/build/firmware.hex
```

5) Now put the phone at a reasonable distance from the UGV with no obstacles in the way and then turn on the hotspot. The UGV should travel towards the phone and stop near it.

4 Results

The UGV eventually converges close to the beacon (here, the hotspot). However, if there are a lot of nearby obstacles, the UGV may not converge close to the location of the beacon. It may either get physically blocked by the beacon or the signal interference may be too high.

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