

Spring 2018 CS755 Project Report Acoustic Sensing

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ABSTRACT

More and more IoT devices emerge into our daily life, aiming to ease our living style. Those devices such as smart TV, smart fridge will have more functionality to provide a better user experience. A traditional controller that uses buttons cannot meet the expectation of the usage. In this paper, we implement AAmouse [11], a system that tracks the device using acoustic sensing. It enables users to use their mobile devices as the controller to draw freely in the air. AAmouse adopts inaudible sound wave and Doppler shift effect to track the device movement. Human being cannot hear the sound wave frequency above 17kHz. However, these frequencies are supported in commercial devices. AAmouse takes advantage of this unused frequencies. Also, AAmouse does not require specialized hardware to operate. We implemented AAmouse in two platforms, PC and Android tablet. To refine the tracking result, we applied maximum ratio combining and signal smoothing filter. Then we conducted the evaluation experiment. The actual error is larger than the AAmouse paper. We also discussed the possible reason of the error. In addition, the difference between our implementation and the original work is discussed in this work as well.

Keywords

AAmouse, acoustic sensing, inaudible sound wave

1. INTRODUCTION

In this work, we implemented AAmouse, a system that utilize acoustic signal and Doppler shift effect to track the device movement. AAmouse uses inaudible sound wave that operates above 17kHz. Researches indicate that human being cannot hear the sound wave above 17kHz. However, current commercial speakers support those frequencies. The unique property of AAmouse is that it can operate in our daily devices and it does not require any specialized hardware. A system that uses mobile device to track its movement can offer a variety of usage. User would be able to

control the appliance anywhere they want by carrying their mobile devices and such system can also enable user to have a better user experience than the traditional remote controller. Moreover, mobile devices have IMU sensors built in, which can also be used to aid the accuracy of the tracking result.

The original AAmouse uses STFT, Doppler shift, maximum ratio combining (MRC) Kalman filter, and particle filter. Our system is different than the original work with minor changes.

Our system sends the sound wave and analyze the received signal using Doppler shift effect. The frequency shift will give information to calculate the velocity. We then used the velocity to calculate the distance that the device traveled. To refine the tracking result, we further apply MRC and signal smoothing filter.

We implemented the system in PC using matlab and in Android using Java. Some technical details we are using are different than the original paper, but the overall concepts are the same. During the experimental evaluation part, we observed that the actual system has larger error than the original paper. We provided detailed reasoning to explain what the potential causes are and what are the potential solutions.

The rest of this paper is organized as follows. Section 2 introduces some related works in this area. Section 3 provides some possible applications of this work in the future. Section 4 summarized the contribution of each group member in this work. Section 5 provides an overview of the project, compared to the original work. Section 6 includes all the technical details of the implementation. We evaluated the system in section 7.

2. RELATED WORK

AAmouse is the first tracking system using acoustic signals. It uses the unused inaudible sound wave that are available in commercial devices. Other than AAmouse, some other works also utilize acoustic signals. CAT [2] propose a high precision acoustic tracking using the combination of FMCW with Doppler shift. It modifies the traditional FMCW which sends a chirp signal and applied the modified FMCW to a distributed system. Then it combines with Doppler shift to refine the results. The evaluation shows that this system outperforms AAmouse. Wang [7] proposed a device

free tracking using inaudible sound wave phase information. This work differs from previous ones in the fact that it does not track the movement of a device, instead, it tracks the movement of the finger. Such device free tracking will have more applications. For example, it can help to control the smart watch, and user can wear gloves. FinerIO [3] proposed a tracking system using OFDM and its echo profile. It is also a device free tracking system.

In RF-based schemes, ArrayTrack [9] uses WiFi to realize fine-grained tracking system with a median error of 23 cm using 16 antennas. RF-IDraw [6] adopts 8 RFID antennas with different spacing. This system has the median error of 3.7 cm. WiDraw [5] utilize the angle of arrive(AoA) based on CSI to enable hand-free drawing. Its median error is 5cm when sing 25 WiFi transmitters. mTrack [8] has a high accuracy using 60 GHz RF signals. Tagoram [10] is also a RFID based tracking system that utilizes commercial off-the-shelf devices. Its median error is 12 cm. Compared with RF based tracking systems, audio tracking can achieve a fine-grained system with high accuracy in mm level.

IMU sensors can also be used for localization tracking. For example, Microsoft X-box Kinect uses depth sensor and Nintendo Wii uses infrared cameras to track. Both system works for line-of-sight environment only and they suffer from error accumulation. Li [1] uses acceleration data from accelerator for localization tracking. However, it occurs significant error from measurement. IMU sensor can also be used to improve the tracking result. Zee [4] uses such approach to aid the WiFi tracking accuracy. Compared with sensor based tracking systems, audio tracking has a lower signal processing cost and it supports condition other than line- of-sight.

3. APPLICATIONS

IoT devices becomes more and more popular nowadays. Some appliances such as smart TV, smart fridge offer more functions than we ever had before. Merely using a remote controller with buttons cannot meet the expected user experience offered by those appliances. A mouse has been on of the best design for controllers. It enables a high level of freedom of controlling the devices. There are recently mouse developed for smart TV to allow users have a better exploration experience.

A traditional mouse requires a smooth surface to operate, which is feasible for a typical PC. However, when it comes to the smart TV or smart fridge, it is not suitable to have a flat surface near them and it is not suitable for user to maintain a fixed position when using the appliance. For example, an user may want to control a TV on couch, on desk, or on the dining table. Having a mouse in each one of the location is not feasible in real world. Our system can be applied in this scenario by enabling a mouse in the air on the go. User would be able to control the appliance wherever they want with rich control options.

4. ROLES AND COLLABORATION

We discussed the project implementation details together, including what we should implement, what the time line would be, what the issues are, and what we should do to solve them. For each technical concept we need, such as MRC, Kalman filter, STFT, Doppler Shift, and the particle

filter, we discussed the implementation procedure, potential issues, and the possible solutions.

Mingrui Han: Implement the system in Android tablet. Review and discuss matlab code. Implement MRC, distance calculation, following the matlab code. Research and implement FFT, signal filter, and other third party tools which java does not have.

Joshua Lilly:

5. PROJECT OVERVIEW

We implement a modified version of AAmouse in two platforms, PC (matlab) and Android tablet. Our project is different than the original work in some way but it has the same concept as AAmouse. The key techniques used in AAmouse are, Doppler shift, distance calculation, maximum ratio combining (MRC), Kalman filter, calibration phase, and particle filter. As we implement the work, we found that the paper omits some detail for implementation. Compared with AAmouse, we implemented a modified version of the system. Our system uses Doppler shift, distance calculation, MRC, and signal smoothing filter. Detail will be given in the later sections.

5.1 Original Work

The key idea of the original work is using Doppler shift as an estimate of the device velocity. The Doppler shift is a well known effect where the frequency of a signal changes as a sender or a receiver moves. In our case, the sender is fixed, so we only consider the movement of the receiver. Doppler shift is observed in both RF wave and acoustic wave. Because of its speed propagation speed and narrower bandwidth, acoustic signal can achieve a higher accuracy than RF signal. The detailed equation is shown below.

$$v = \frac{F^s}{F} \times C \quad (1)$$

F denotes the original frequency of the signal. F^s is the frequency shift of the signal. C is the signal speed, which is the sound wave speed in this case. After the calculation of the velocity v , AAmouse integrates it with time to obtain the distance of the device movement.

$$D = D + v \times t \quad (2)$$

In 1D tracking, D is the result. In 2D tracking, D is the distance for each speaker. We have 2 distances of the device to each speaker and we have the distance between the two speakers. We will be able to track the device movement using basic triangle properties.

To improve the accuracy, AAmouse uses maximum ratio combining (MRC). Measuring from a single frequency may not be reliable. Thus, AAmouse sends the signal in 10 frequencies, with a guarding frequency of 200Hz. Then it applied MRC to average the received signal weighted by the inverse of the noise variance. After performing MRC, AAmouse adopts Kalman filter to smooth the estimation with

noise covariance and measurement noise covariance both to be 0.00001.

To find the distance between the speakers, AAmouse introduced a Doppler shift based calibration process. The TV emits the inaudible sound and user scans the TV with his hands holding the device. The users start from the left end of the TV to the right end of the TV. It finds the points where the value of Doppler shift change from positive to negative. Those points indicate the time that uses spent to move the device between the speakers.

AAmouse finds the initial device location by applying a particle filter. It generates many particles uniformly distributed in the area. Each particle indicates a possible initial location of the device. In the next Doppler shift interval, the system checks the device movement of each particle. If the movement is not feasible, such particle will be filtered out.

5.2 Project Summary

Summarize what you have achieved in your project, especially compared to the original work. What parts were and were not implemented, performance gap from the original work, etc.

6. DESIGN AND IMPLEMENTATION

This should be the main part of the report. It should include below subsections. Feel free to add (do not remove) subsections and reorder them.

6.1 Setup

Scenarios and setup of your implementation, including location, hardware, software, and so on. If possible, include pictures and figures to be illustrative. Compare your setup to the original paper, and explain why you did so

6.2 Technical Details

All the technical details related to your project should be placed here including, but not limited to, techniques and methodologies involved, theories behind them, how they were implemented, what was the difference from the original paper, what was not mentioned in the paper and how you overcame it, and so on. Be specific.

6.3 Lessons learned

What are the knowledge obtained from this project? Clearly state what you have learned from this project, beyond what is on the original paper. This includes practical issues you've faced, how you were able to troubleshoot them. Even if you could not fix it, describe what you have tried, why you were unable to solve it, and your hypothesis on what would be the cause. If you were not able to implement the entire system in the original paper, explain why.

7. EVALUATION

Performance evaluation and potential improvement. Should include below subsections. Feel free to add (do not remove) subsections and reorder them.

7.1 Performance and Analysis

Be illustrative with graphs and figures. However, don't just simply enlist the results, but explain them and provide analysis/insights obtained from the implementation and experiments. For example, why does your project perform better/worse than what is reported in the original paper? Why does it perform differently under various scenarios? Any unexpected results are found, and why

7.2 Potential Improvements

From your experiment experience, what do you think can be done to improve the performance. Please justify

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