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COUNTING PEOPLE USING A PIR SENSOR
POČÍTÁNÍ OSOB POMOCÍ PIR SENZORU

BACHELOR'S THESIS
BAKALÁŘSKÁ PRÁCE

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Abstract

PIR (passive infrared) sensor are mainly used to detect a presence of a person and notifying a system to react appropriately. The aim of this thesis is to use the PIR sensors to recognize position of person, speed and direction of movement or count of people. To do so, thesis suggests a heat signal processing pipeline including wavelet transformation feature extraction, classifier and fuzzy logic system, collecting data from multiple sensors, processing them and merging them together into a result.

Abstrakt

PIR (pasivní infračervený) senzor se používá zejména pro detekci přítomnosti osoby a oznámení systému pro příslušnou reakci. Zaměřením této práce je užití PIR senzorů pro rozpoznávání pozice osoby, rychlosti a směru pohybu nebo počtu lidí ve snímaném prostoru. Za tímto účelem je navržen způsob zpracování jeho výstupního analogového signálu, počínající extrakcí příznaků pomocí vlnkové transformace, následnou klasifikací a generování výstupu na základě sběru dat z více senzorů pomocí speciálního systému, který ze vstupní matici fuzzy čísel generované klasifikátorem pro každý senzor generuje na výstup pozice přítomných osob.

Keywords

Sem budou zapsána jednotlivá klíčová slova v anglickém jazyce, oddělená čárkami.

Klíčová slova

Sem budou zapsána jednotlivá klíčová slova v českém (slovenském) jazyce, oddělená čárkami.

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Counting People Using a PIR Sensor

Declaration

Prohlašuji, že jsem tuto bakalářskou práci vypracoval samostatně pod vedením pana X... Další informace mi poskytli... Uvedl jsem všechny literární prameny a publikace, ze kterých jsem čerpal.

.....
Martin Beneš
March 28, 2019

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Chapter 1

Introduction

Our body as same as everything surrounding us emits some radiation. The dominant wavelengths belong to the infrared spectrum and our body senses it as a heat. If we pass its significance for living creatures and the fact that the presence of the right amount of infrared radiation is essential for all the life as we know it, there is also a lot of usage in the industry or generally – technology.

Infrared waves are used in various devices. From nightvision devices, astronomical telescopes to personal electronics (infraport, TV remote controller). This thesis focuses on the usage in PIR sensors – electronic devices that changes its output based on the amount of received infrared radiation.

The PIR sensors are used around us a lot even though we might not know it. We all know the waving of hands towards the sensor in a hallway so the light would turn on and we could tie our shoes, or the self-opening door in shopping malls or self-rotating door in banks. These mechanisms mostly use PIR sensors.



Figure 1.1: PIR sensor: automatic doorway. [5]

PIR sensors offer even more than stating a presence of person. It is possible to process sensor output signal to get more information about sensed space - a position of person, a number of people. Especially when more sensors are used.

The localization using PIR is still matter of intense research, a number of articles has been written on it. This thesis suggests multisensor attitude and a usage of fuzzy logic to merge sensor's outputs.

Chapter 2

State of the art

2.1 Physics of radiation

In the modelled system equations calculating with infrared radiation are being used – to understand them properly it is necessary to describe what is a radiation, where does it come from and how can we measure it.

As it was already mentioned in the chapter 1, every object whose temperature is higher than absolute zero emits an electromagnetic radiation.

$$T_{obj} > 0 \text{ K} \equiv -273.15^\circ\text{C} \quad (2.1)$$

It is caused by a charged subatomical particles (electrons, protons) that are undergoing an acceleration, emitting an energy in a form of photon – electromagnetic radiation.

Characteristics

The electromagnetic radiation have a number of measurable characteristics. The most significant ones are *frequency* f and *wavelength* λ . Due to the constant speed of the radiation v aka speed of light $c = v = 3 \cdot 10^8 \text{ m} \cdot \text{s}^{-1}$ not dependent on the frequency, they are proportional and mutually transferrable.

$$f = \frac{v}{\lambda} = \frac{c}{\lambda} = \frac{3 \cdot 10^8}{\lambda} \quad (2.2)$$

Electromagnetic waves are being divided into categories according to their usage by the wavelength λ . With increasing wavelength λ it is gamma, X-rays, ultraviolet (UV), visible light, infrared (IR) and radio waves. This is called electromagnetic spectrum and it is shown in the image 2.1.

Another measurable characteristic is an energy of the radiation Q, E or W . It is linearly dependend on its frequency f and can be computed using Planck constant $h = 6.63 \cdot 10^{-34} \text{ J} \cdot \text{s}$. [18]

$$W = h \cdot f \quad (2.3)$$

The power of the radiation Φ is called *radiant power* or rather *radiant flux*. As a regular power it is energy per time, since the radiation is four-dimentional, partial derivations must be used.

$$\Phi = \frac{\partial W}{\partial t} \quad (2.4)$$



Figure 2.1: Electromagnetic spectrum.

Name	Symbol	Unit	Definition
Radiant flux	Φ	W	Power transferred by a radiation.
Radiant exitance	M	$W \cdot m^{-2}$	Sent W per sender's surface.
Irradiance	E	$W \cdot m^{-2}$	Received W per receiver's surface.
Radiant intensity	I	$W \cdot sr^{-1}$	W per unit solid angle.
Radiance	L	$W \cdot sr^{-1} \cdot m^{-2}$	I per sender's area projected to a direction.

Table 2.1: Radiation characteristics. [16]

The radiant power per unit surface is a flux density. It is called either *radiant exitance* M when emitting or *irradiance* E when receiving.

$$M = \frac{\partial \Phi_{\text{emitted}}}{\partial S_{\text{sender}}} \quad (2.5a)$$

$$E = \frac{\partial \Phi_{\text{received}}}{\partial S_{\text{receiver}}} \quad (2.5b)$$

The Stefan-Boltzmann law defines irradiance of electromagnetic radiation as

$$I = \sigma \cdot T^4 \quad (2.6)$$

where $\sigma = 5.6704 \cdot 10^{-8} Wm^{-2}K^{-4}$ is the Stefan-Boltzmann constant and T is a thermodynamic temperature.

Power per unit solid angle I is called *radiant intensity*. With dividing by an area of the item projected from certain direction we get an amount of power emitted in that direction called *radiance* L .

$$I = \frac{\partial \Phi}{\partial \Omega} \quad (2.7a)$$

$$L = \frac{\partial I}{\partial S \cos(\theta)} \quad (2.7b)$$

Other characteristics of radiation can be seen in the table 2.1. [13] [16]

2.2 Temperature homeostasis

The animal bodies require physical and chemical conditions in order to work properly (or at all). One of the physical aspects is a temperature. There are generally three types of animals – *ectotherms*, *endotherms* and *mesotherms*.

Ectotherms do not regulate its body temperature and rely on an external source, endotherms keeps it constant independently on the environment, so called *homeothermy*¹. Mesotherm strategy is then something in between.

Endotherm groups are birds and mammals, the most significant ectotherm group are reptiles. They compensate it with basking in the sun. The thermal characteristics of these groups can be seen in the figure 2.2.



Figure 2.2: Thermal regulation graph.[11]

Human body temperature T_{HB} varies in $\langle 36^{\circ}C; 38^{\circ}C \rangle$, in the hyperthermia it can rise up to $40^{\circ}C$. The figure 2.3 shows the radiation wavelength composition. The peak wavelength (temperature $37^{\circ}C$ or 310.15 K) can be calculated with the Wien's displacement law.

$$\lambda_{max} = \frac{b}{T} = \frac{2.8977729 \cdot 10^{-3}}{310.15} = 9.3431 \text{ } \mu\text{m} \quad (2.8)$$



Figure 2.3: Human body radiation wavelength.[15]

¹Homeothermy is an aspect of homeostasis. It means keeping its inner body temperature within the preset limits.

2.3 Radiation perception

Radiation processed by organisms

This thesis describes a particular way how to use the infrared radiation. Very important beginning of such work is always studying existing applications. Unforgettable one is a nature – how evolution enabled various organisms to use it.

Many animals can process parts of electromagnetic spectrum. Eyes enables mammals, cephalopods and arthropods to sense a visible light, some insects can even see a part of UV. Additionally organisms including human often have thermoreceptors in their skin so they can get information about intensity of infrared radiation around them.

Visible light PIR sensor structure is obviously inspired by a human eye. Human eyes can process radiation $\lambda \in \langle 380 \text{ nm}; 760 \text{ nm} \rangle$ called visible light, one of the bands of an electromagnetic spectrum. Seeing means receiving a light from a light source reflected by the surface of an observed object to our retina. A biological system composed of light-sensitive cells *rods* and *cones* propagates the information through nerves to brain.

A ray coming to an eye is going through a converging lens, which changes its trajectory aiming to the retina, in the best case to the most sensitive place with a lot of the rods and cones called *Fovea centralis*. [24]

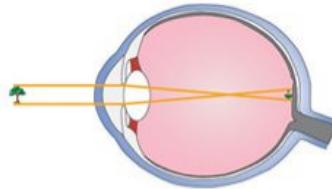


Figure 2.4: Structure of an eye. [3]

Heat The infrared rays surrounds us during our whole life, we sense it as heat. The heat receptors called *thermoreceptors* in our body are located on its surface (in the skin), but also in organs. The structure of a skin is shown in the figure 2.5.

There is a difference between sensing a visible light and an infrared radiation. Visible light comes mostly reflected from the surface, while the IR can originate only from the primary source – warm item.

Our skin contains two types of thermoreceptors: sensing cold, colder than a body temperature and hot, hotter than a body temperature. The skin structure is shown in the figure 2.5. This is already well described, on the other hand the evaluation center of these receptors in the brain and its mechanisms is not fully understood yet and a matter of current research. [14]

Some animals even use sensing the heat as a primary way how to survive. Several groups of snakes (pythons, rattlesnakes, boas and others) use it when hunting warm-blooded animals (mouses, rats, rabbits etc.). Blood-eating organisms (vampire bats, south-american heteroptera *Triatoma infestans*) have IR receptors to look for a vein under the skin.[6]

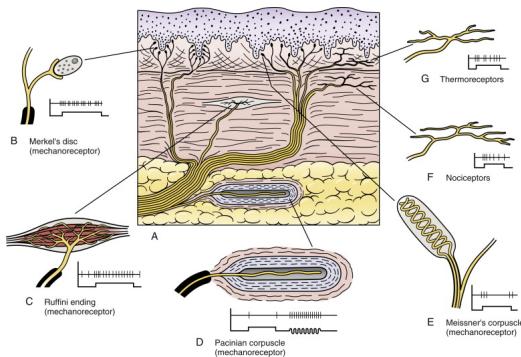


Figure 2.5: Structure of a skin. [9]

Discovery For the first time, the infrared electromagnetic waves were observed and named in 1800 by German-English astronomer sir Frederick Harschel. He dispersed light by a prism and found out that the temperature of the light is growing with wavelength, the red light had the highest one.

When he measured the temperature behind the red light, there was no visible light on the table but the thermometer was showing even higher temperature moving beyond the red spectrum. Harshel pronounced hypothesis that except the visible light there must be also invisible one which we can not see. [1]

A great coincidence is that he was an astronomer, he even discovered the planet Uranus, and it is his discovery, the IR waves, which now enables us to explore and understand the universe. [21]

Infrared radiation processed by machines

PIR (*passive infrared*) sensor is an electronic device that scans electromagnetic radiation at wavelength $\lambda \in \langle 700 \text{ nm}; 2.5 \text{ mm} \rangle$ aka frequency $f \in \langle 120 \text{ MHz}; 430 \text{ THz} \rangle$. [7]

Principles of PIR sensor There is a number of approaches how to construct such a sensor. The point is to convert the electromagnetic energy in electric voltage and send it away via wire to be processed by hardware or software.

First way how to do it is a *bolometer*. It uses the fact that resistance of a resistor is different when changing a temperature, as shown in the equation 2.9 for temperature difference ΔT and resistor with original resistance R_0 and new resistance R_t and with temperature coefficient α . So with using the same voltage it measures the electric current and with the Ohm law $R = \frac{U}{I}$ the sensor computes instantaneus resistance.

$$R_t = R_0(1 + \alpha\Delta T) \quad (2.9)$$

Another type is a *thermoelectric sensor* reacting to the different thermoelectric resistance of exposed wire and comparative wire.

The last is a *pyroelectric detector*. The principle is based on electrostatic polarization, changing during the temperature change. [17]

Sensing of the infrared radiation The structure of PIR sensor is inspired by structure of an eye described in subsection 2.3. An infrared ray incoming to the sensor first goes



Figure 2.6: Single element pyroelectric detector.[7]

through *Fresnel lens* aiming it onto a pyroelectric sensor as you can see in the figure 2.7. Then the ray is transformed in an electric voltage.

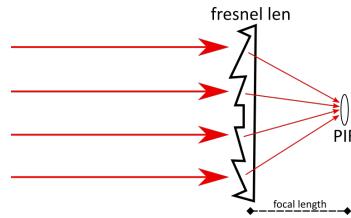


Figure 2.7: Fresnel lens.

Before the output the signal is being processed. For vast majority of application we are interested in people sensing emitting radiation characterized in the figure 2.3. Therefore the signal is amplified and filtered to well discriminate their presence and absence. An example is a scheme 5.1 of product *PIR STD* made by *B+B Sensors*.

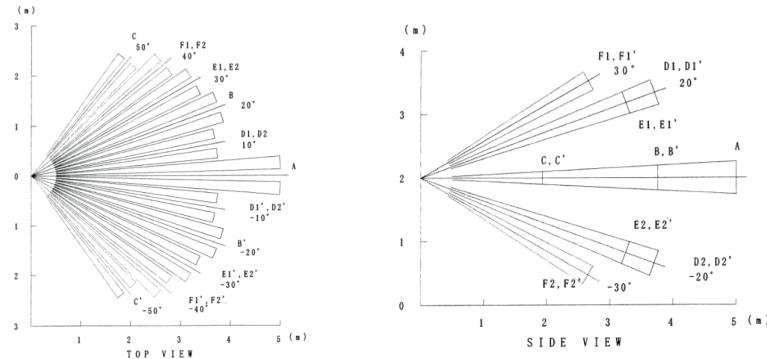


Figure 2.8: Sensing of PIR STD. [8]

2.4 Pattern recognition

The pattern recognition means processing of a signal and localizing of predefined objects. The form is dependent on the type of signal and the objects that we search. Generally we can say there are five parts of recognition pipeline.

Sensing

In the world of digital computers sensing means *sampling*, converting a continuous signal into discrete samples. It is present if the signal is being processed online.

Through different signal types various technologies for sensing are used – image, sound, temperature, pressure, weight, smell etc. The sensing procedure in the case of heat signal is described in the section 2.3.

There is a few things that we need to deal during sensing: noise, linearity, calibration, ageing.

Segmentation

The signal is splitted into segments by the time axis that are being processed separately. They can even overlap. Segmentation ensures fast processing saving memory and other resources.

Features extraction

Features are quantitative expression of the input signal, they replace the signal in the following phases. Its purpose is to reduce memory and computational complexity of the processing. Each segment of N samples is transformed to vector of K features, the point is to reduce dimensions, $K \ll N$, but preserve relevant characteristics. Choosing the right features is therefore key for the following classifier.

To have good results the features should be discriminative (distinguish between classes), invariant to the transformations (translation, rotation, scale, deformation etc.) and decorrelated - mutually independent.

Vast number of described ways how to create features exists – *Principal Component Analysis* (PCA), *Linear Discriminant Analysis* (LDA). They can be used generally, but there is also many special application-dependent features.



Figure 2.9: Preprocessing pipeline.

Multiple thesis and articles were written on the topic of heat signal processing. For the feature extraction, [23] suggests *Wavelet Transformation*, [22] uses *chirplet-based* features, but also tests other feature-extraction methods: PCA, Expanded-Class LDA or fusion of PCA and LDA feature vectors, [12] calculates with the signal itself.

Classification

Before we will describe the classification phase, several terms must be defined:

- *Detection* is a classifying of presence of observed object or characteristic.
- *Identification* is an assigning the observed object to one of N classes.
- *Detection Error Tradeoff* is a relation of miss to false alarm probability of a classifier. The goal is minimizing both with finding the best settings of classifier parameters.

This thesis performs a detection of a presence of a person. In the case of positive detection identification of the situation is made – what was actually detected and whether it is a person or more people etc.

Finding the most suitable classifier for the task is fundamental, but consequent to the feature extraction method we use. At the end of the day, inputs of all the methods is a vector of features for each segment. There are linear and non-linear classifiers, separating the hyperdimensional space into segments. Then the segment is detected or identified if features vector geometrically lies in the right segment.

It is also possible to perform some kind of transformation before classification if the space is not separable linearly. But other attitudes are also possible like algorithm *K-nearest neighbors*.

An output of a classifier can be either a hard decision or some kind of soft score, which can be later processed by a postprocessor – used to merge data from more classifiers or something else. A classical linear classifier is used in *Linear Regression* or *Support Vector Machine* (SVM). Each neuron of recently very popular *Neural Networks* (NN) can also be represented with linear classifier.



Figure 2.10: Linear classifier.[4]

Postprocessing

During postprocessing different information than pattern are used, procedure is connected to the concrete task. This parts often includes hard decision, if the classifier's output is a soft score – prices are taken into consideration, the simplest way is using threshold.

Chapter 3

Design Description

The design of the whole project is split in two products - sensing device and the processing and visualising program - a server. Sensor measures signal sensing the observed space with connected PIR sensor and sends the data. The server collects the data from the sensor/sensors and performs the recognition of people and fusion algorithms over the results, if multiple sensors are connected.

Results might be displayed in the visualization program. The data are being sent over network. In the implementation, LAN is used, but it could be possible to use the Internet and send the data to the remote visualizer.

3.1 Sensor device

Heart of the sensing device is a preprogrammed MCU with PIR connected. Such device uses AD convertor to read the signal value from the sensor. The device may also perform fixed-sized segmentation in order to increase the effective data speed with sending more samples within one chunk, but with regard to preserving *real-time* nature.

One of the great issues, that needs to be solved is determining the position of the sensor, or even worse – mutual position of multiple sensors when used. Unless it is known, no fusion can be done. If the intention is to sense the door area and count number of incoming/outgoing people, then a position of the door needs to be known in advance.

Very elegant solution is suggested in [20]. Three PIR sensors are places in fixed mutual position on a board, as shown in the figure 3.1. This brings several advantages, not only it increases the sensing angle, but also solves problems with position of sensors, which is given by the board construction. Such a construction is unsuitable to use in rooms though.

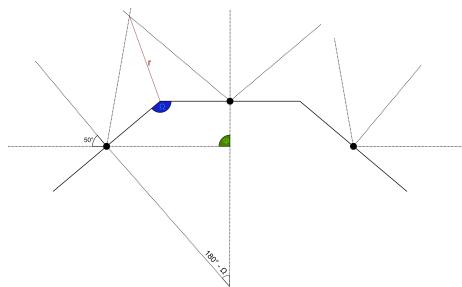


Figure 3.1: Geometry for three PIR sensors.

More flexible solution is probably inserting the dimension of space measured by the sensors and their position directly to the fusion app as parameters. Issue of this is the positioning itself. On the other hand, this solution can be easily extended with more parameters: position of doors that can persons come or leave, windows and heaters that can have unwanted influence and many others.

The device uses a serial communication channel, that can be read by the server. To increase effectivity of the communication, the MCU sends the data in fixed period as the chunk of fixed number of samples. The right size of the chunk must be chosen with regard to the effectivity, but keeping the reaction fast enough. Sampling period and sending period could be changed in the MCU configuration using REST API if the MCU is reachable in a network and keeps a running web server.

3.2 Classification server

On the used communication medium is running application listening to the channel. This server parses the segments sent by the devices and performs the classification.

Artefact extraction and fuzzification

The signal produced by the PIR has a specific nature, as it is shown in the appendix . There are parts, that are constant, divided by abruptly changing edges, when there is a moving body. The characteristics of the movement change character of the signal.

The signal first is segmented using *continuous wavelet transformation* with *Morlet wavelet* and scale $s_{cwt} = 1.33846$, and the extrems are detected comparing to the $N_n = 8$ neighbors on both sides. Detected extrems are used as the borders of the segments, that lies in between them. These numbers were discovered experimentally minimizing the sum of the within-segment variances of the recorded data using formula 3.2

Continuous wavelet transformation is a technique in signal processing transforming a signal into frequency domain. The process is quite similar to fourier transformation. It uses so called *wavelet* instead of sinusoid. Wavelet is a finite signal with energy $E = 0$, an example is Morlet wavelet, equation 3.1. CWT reacts well to abrupt changes.

$$\Psi(x) = e^{-\frac{x^2}{2}} \cos(5x) \quad (3.1)$$

$$s_{cwt}, N_n = \operatorname{argmin}_{\sigma_i \in \sigma_{s,N}} \left(\sum_{\sigma_i \in \sigma_{s,N}} \sigma_i \right) \quad (3.2)$$

In the next step segment distances are evaluated. Distance of two adjoining segments aka *edge* is computed as numerical difference of their within-segment mean values.

$$\|\mathbf{AB}\| = \mu_B - \mu_A \quad (3.3)$$

Here comes to the game fuzzification. A designed set of fuzzy membership functions ξ_F , ξ_S and ξ_R corresponds with artefacts falling edge (**F**), stagnating signal (**S**) and rising edge (**R**). The E and R are related, they use the same wave form based on transformed *arctan()* function, parametrizable with tolerance t and center/shift x_0 . S is based on gaussian function. The fuzzy set arrange is visualized in the figure 3.2 with $t = 10$.

$$\xi_R(x) = \frac{\arctan(4 \cdot (\frac{x-x_0}{t} + 1))}{\pi} + 0.5 \quad (3.4a)$$

$$\xi_F(x) = \xi_R(-x) \quad (3.4b)$$

$$\xi_R(x) = \sqrt{\exp\left(-\frac{(x_0 - x)^2}{2 \cdot (0.6t)^2}\right)} \quad (3.4c)$$

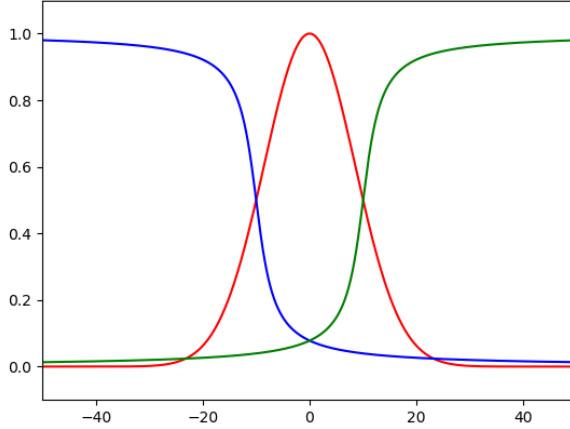


Figure 3.2: Fuzzy sets used for fuzzification.

Every edge gets assigned its fuzzy values for each of the classes. Now borders of artefacts need to be found. Score of border $\xi[i]$ for the edge x_i is evaluated using formula 3.5.¹ The calculation is done for all the artefact combinations ABC here, where A is artefact of precedent x_{i-1} , B for the x_i itself and C for the follower x_{i+1} . $A, B, C \in \{F, S, B\}$.

$$\xi_{ABC}[i] = (\xi_A[i-1]) \wedge_P (\xi_B[i]) \wedge_P (\xi_C[i+1]) \quad (3.5)$$

The combination indicating artefact border are put together as same as the rest. That is reached using formula 3.6.² Border indicating combinations are those, whose precedent and own combination differ, aka. $\{SF^*, FS^*, RF^*, FR^*, RS^*, SR^*\}$. The rest, $\{FF^*, SS^*, RR^*\}$, means no edge. The results are tresholded for $T = 0.5$.

$$f_1[i] = \bigvee_{\xi \in \xi_1} {}_{p\Sigma}(\xi) \quad (3.6a)$$

$$f_0[i] = \bigvee_{\xi \in \xi_0} {}_{p\Sigma}(\xi) \quad (3.6b)$$

Newly created artefacts will be used to form feature vectors, filled with each one's characteristics. Suggested metrics are variance and mean value of samples within artefact, scope of line, that can be counted using formula 3.7, etc. l_0, l_1 are y coordinates of first and last point of the line respectively, \mathbf{A} is a artefact samples vector. k is scope of the line

¹Operator \wedge_P here means *product fuzzy T-norm*: $A \wedge_P B = f_A(x) \cdot f_B(x)$.

²Operator $\vee_{p\Sigma}$ here means *probability sum fuzzy S-norm/T-conorm*: $A \vee_{p\Sigma} B = f_A(x) + f_B(x) - f_A(x)f_B(x)$. Other variants could be considered too - maximum, Lukasiewicz, etc.

we are looking for, $\Delta_{\mathbf{A},k}$ is the difference score of artefact \mathbf{A} and line with scope k . It can also be used as a feature. This representation is to be seen in the figure 3.3.

$$l[i] = k\mathbf{A}[i] + l_0 \quad (3.7a)$$

$$k = \frac{l_1 - l_0}{|\mathbf{A}|} \quad (3.7b)$$

$$\Delta_{\mathbf{A},k} = \sum_{i \in \{1, \dots, |\mathbf{A}|\}} (\mathbf{A}[i] - l[i])^2 \quad (3.7c)$$

$$l_0, l_1 = \operatorname{argmin}(\Delta_{\mathbf{A},k}) \quad (3.7d)$$

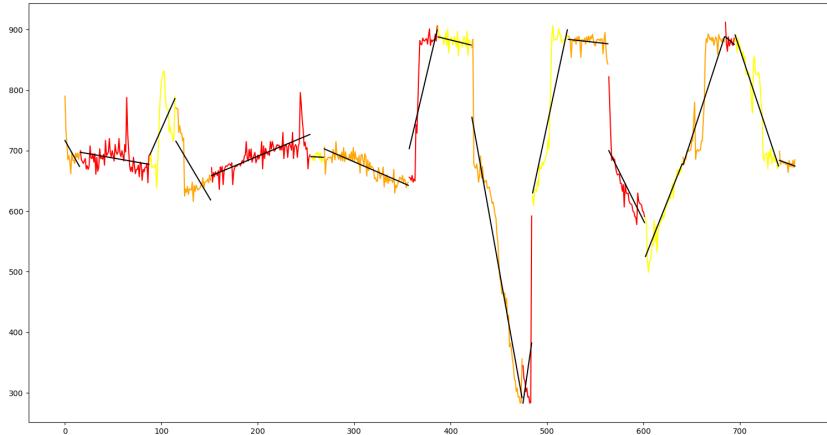


Figure 3.3: Representation of artefacts using line scope.

Classification

Extracted feature vectors for every detected artefact will undergo classification procedure consisting of multiple dichotomic classifiers, each evaluating single decision - whether the movement is present or not, if the movement is towards center or aside, if the movement is closer to sensor of far, and if possible, if the person is on the left side or right.

Each of these scores are then fuzzified and put together, creating a resulting matrix. The classifier's output is a 2D fuzzy value matrix, representing the space in front of the sensor. It is inspired by the space representation by cellular automata, which carves it into small homogenous segments. The fuzzy value at certain index expresses a presence of a person at the position.

Consider action characteristics (speed, direction, multiple people).

Even though the space because of the construction of sensor has a shape of circular sector, it can be easily represented by classical 2D matrix, as it is shown in the figure 3.4.

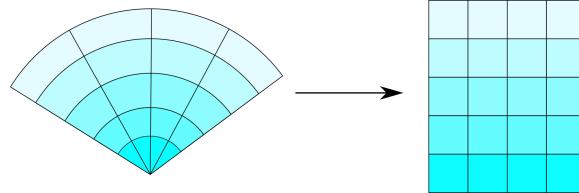


Figure 3.4: Representation of circular sector.

Fusion

Using more sensors brings advantages: the measuring might be more precise since the person presence classified by two independent sensors is not only more probable but the computed position can get more accurate than when using only one sensor. The disadvantage is higher price and need to know the mutual orientation and position of the sensors.

Defuzzification

To get the results in a form of coordinate(s) of classified objects a cluster analysis is done. It calculates a clusters of high membership values, for optimization α -cut on a certain level or thresholded matrix can be used. Algorithm PAM (Partitioning Around Medoids is used), similar to k-means, where item called medoid is used to represent the cluster instead of mean.

$$PAM(k, data) = \operatorname{argmin} \left(\sum_{i=1}^k \sum_{j=1}^k \|data_i - data_j\| \right) \quad (3.8)$$

```

1 def PAM(k,data):
2     # pick medoids
3     medoids = [].generate(k,data.random())
4     # compute dissimilarity matrix
5     dm = DissimilarityMatrix(data,calculateDistance)
6     # create clusters
7     changed = True
8     while changed:
9         changed = False
10        clusters = []
11        for medoid_idx,medoid in medoids.enum():
12            cluster = []
13            for d in data:
14                # add to cluster with closest distance to its medoid
15                if dm[d,medoid] == dm[d,medoids].min():
16                    cluster.append(d)
17                # set new center (SWAP phase)
18                cluster.append(medoid)
19                if medoid is not cluster.center():
20                    medoids[medoid_idx] = cluster.center()
21                    changed = True

```

```

22     clusters.append(cluster)
23     return clusters

```

```

1 function elbow(data):
2     # try all k
3     best = inf
4     for k in <1,K_MAX>:
5         clusters = PAM(data, k)
6         # take minimal
7         if WCSS(clusters) < best:
8             best = clusters
9     return best

```

To estimate the k , elbow method can be used: calculating k-means for different k values and taking the one with minimal within-cluster sum of square (WCSS).[10] [19]

$$WCSS = \sum_{i=1}^k \sum_{x \in S_i} \|x - \mu_i\|^2 \quad (3.9)$$

Very important is computing a distance of two segments. Since the original circular sector segmentation is not homogenous, the distances varies with each distance. It can be calculated though using cosine law. $P = (d, \alpha)$ is a segment given by polar coordinates, d is distance and α is azimuth.

$$|P_1P_2| = \sqrt{(d_1)^2 + (d_2)^2 - 2d_1d_2(\alpha_1 - \alpha_2)} \quad (3.10)$$

Chapter 4

Data

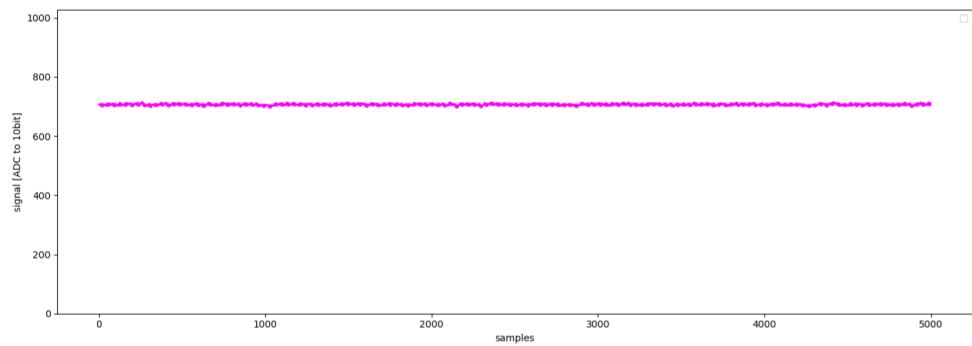


Figure 4.1: Signal of zero movement.

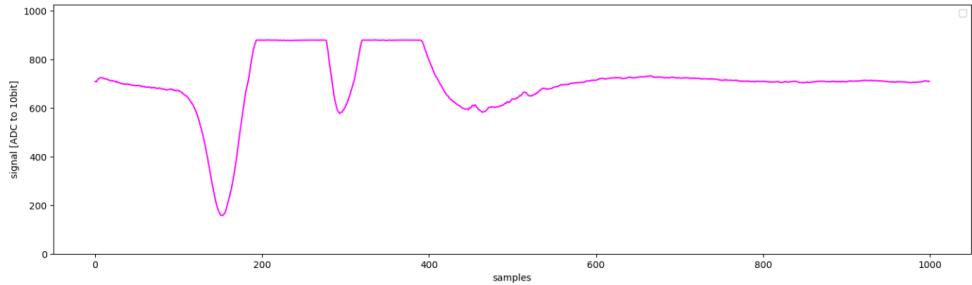


Figure 4.2: Signal of person walking around.

A output of a sensor as you can see in the figures 4.1 and 4.2 is very discriminative – with a bare eye a movement from no movement is distinguishable. A detection of presence used in light sensors can be implemented with tresholding, this attitude is not very suitable for classification of anything else except the presence itself.

In a calm state the sensor sends a constant signal¹. Movement in the sensed area causes abrupt changes of output. When the object either leaves the area, or stays completely calm,

¹Constant signal in the terms of electricity, slightly polluted with a background noise etc.

the signal changes are getting slower and after a little while the output voltage gets in the calm state again.

Therefore, the nature of the signal does not seem to need a complicated method to perform a classification on it. *Fourier transformation* and *wavelet transformation* were considered for feature extraction. The abrupt changes in the signal could be problem for FT, because it can not represent it efficiently[23], but unlike sinusoids, the wavelets exist for a finite duration and they are suitable for representing abrupt changes.

The wavelet transformation is defined as a function $F(s,k)$. Parameters s,k are scale and shift, changing them in predefined unit and interval creates a matrix, as you can see in the figure 4.4.

$$F(s, k) = \sum_{n=1}^N x[n]\Psi_{(s,k)}^*[n] \quad (4.1)$$

Firstly The data were offline analysed using *Matlab*, which has implemented wavelet transformation. The Matlab is not used because it is proprietary software and the program would be dependent on it. During the analysis it was found, that the data are very well separable using continuous wavelet transformation.

```
1 data = csvread('walk02.csv');
2 wscalogram('image', cwt(data));
```

Figure 4.3: Matlab code performing cwt.

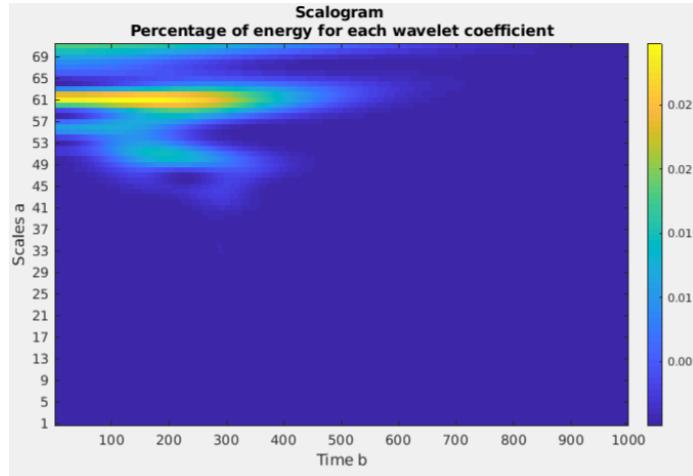


Figure 4.4: Matlab *cwt()* output of *walk03.csv*.

Origin of data, description, training.

The lab results are shown in the appendix A.

Chapter 5

Implementation

5.1 Module

Nowadays most of the PIR sensors sold have only a binary output. When signal reaches a set threshold output is set to logic „1“ for a unit of time. This mechanism is suitable for a light sensor or door sensor, completely useless for the needs of this project though.

The only found sensor that offers an analog output was *PIR STD* by *B+B Sensors*. *Add documentation to appendix.*

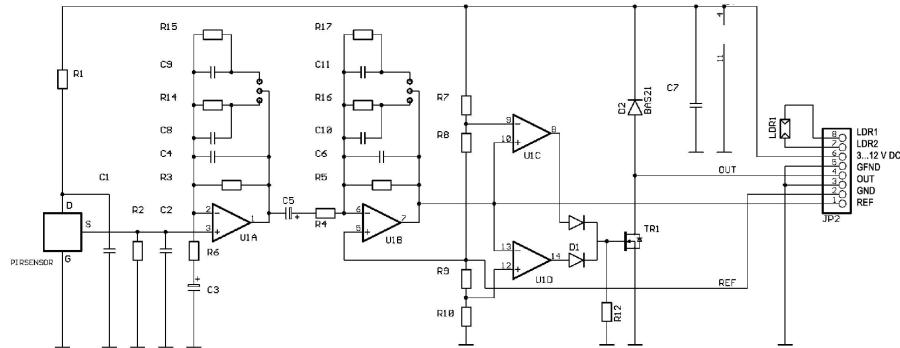


Figure 5.1: Scheme of PIR STD.[8]

The *PIR STD* scheme shown in the figure 5.1 processes the signal in three stages going from left to right. The first two processes the signal to analog output. The third generates binary output from analog.

I. stage The first one starts at S of the PIR sensor, following with noise filter consisting of the amplifier $U1A$ and the feedback components $R3$, $C4$, $C8$, $R14$, $C9$, $R14$. There is also highpass filter done by $R6$ and $C3$. The output of this stage is a signal with frequency between f_{L1} and f_{H1} amplified A_{U1A} times.

$$f_{H1} = \frac{1}{2\pi R_{3,14} C_{4,8}} \quad (5.1a)$$

$$f'_{H1} = \frac{1}{2\pi R_{3,15} C_{4,9}} \quad (5.1b)$$

The choice of resistor $R_{3,14}/R_{3,15}$ and capacitor $C_{4,8}/C_{4,9}$ is done by connected switch. The value of resistance and capacitance of the components can be counted with formula for parallel connection.

$$R_{A,B}^p = \frac{1}{R_A} + \frac{1}{R_B} \quad (5.2)$$

$$C_{A,B}^p = C_A + C_B \quad (5.3)$$

The same for the resistors $R_{5,16}$ and $R_{5,17}$ and capacitors $C_{6,10}$ and $C_{6,11}$.

$$f_{L1} = \frac{1}{2\pi R_6 C_3} \quad (5.4)$$

$$A_{U1A} = 1 + \frac{R_{3,14}}{R_2} \quad (5.5a)$$

$$A_{U1B} = 1 + \frac{R_{3,15}}{R_2} \quad (5.5b)$$

II. stage The second processing stage focuses on amplification. It also includes lowpass filtering done by C_5 and R_4 and highpass filter performed by the feedback of amplifier $U1B$. The greater amplification is also made by the divider bridge (R_8, R_9, R_{10}, R_{11}) connected to the positive input. The output of frequency between $\max(f_{L1}, f_{L2})$ and $\min(f_{H1}, f_{H2})$ amplified $A_{U1A} \cdot A_{U1B}$ times is an analog output connected to the pin 1.

$$f_{H2} = \frac{1}{2\pi R_5 C_6} \quad (5.6)$$

$$f_{L2} = \frac{1}{2\pi R_4 C_5} \quad (5.7)$$

$$A_{U1B} = -\frac{R_5}{R_4} \quad (5.8)$$

III. stage The third phase performs top-bottom thresholding generating binary output used in simple industrial application. It is not used in the project.[2]

Programming of module

The module is programmed to read signal in sampling frequency and send the data to server.

The usable sampling frequency can be estimated: the fresnel lens of *PIR STD* splits the area into 10° circular sectors. Object moving around the sensor in the distance 0.5 m with speed $15\text{ km.h}^{-1} = 4.1667\text{ m.s}^{-1}$ (very fast run) passes the central circular sector in

$$t = \frac{s}{v} = \frac{0.5 * \text{tg}(10^\circ)}{4.1667} = 0.02116\text{ s} \quad (5.9)$$

This means the frequency of the movement through the circular sectors is

$$f = \frac{1}{t} = \frac{1}{0.02116} = 47.259\text{ Hz} \quad (5.10)$$

According to Shannon theorem, the sampling frequency must be at least twice as big as the maximal frequency in the signal, which leads to

$$F_s \geq 2 * 47.259 = 94.518 \quad (5.11)$$

Rounding up gives us minimal sampling frequency 100 Hz , or sampling period 10 ms . resulting with $2B$ sample in throughput N

$$N = F_s * |\text{sample}| * 8 \frac{\text{bit}}{\text{byte}} = 100 * 2 * 8 = 1.6 \text{ kbps} \quad (5.12)$$

Connecting the sensor

PIR sensor is connected to the MCU. Except for source, ground and output which are connected directly, *PIR STD* has also reference voltage input, that should be approximately $\frac{V_{cc}}{2} \text{ V}$. To ensure that a voltage divider is used with two resistors of the same resistance R_X . During the testing $100 \text{ k}\Omega$ resistors were used. The circuit is shown in the figure 5.2.

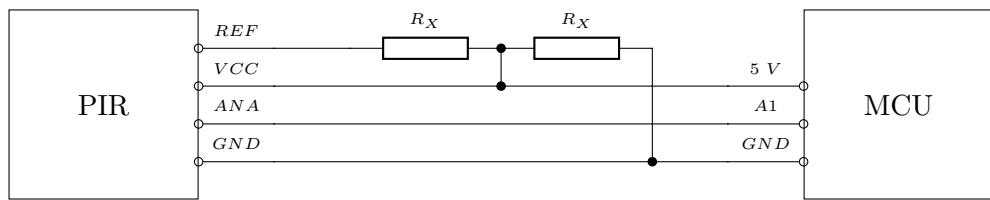


Figure 5.2: Connection of PIR and MCU.

5.2 Collector

Collector is a program, as the name says, that collects data from sensors and implements the whole described algorithm. Classified objects are then sent to a *visualizer*.

Communication

The communication of the sensor module and the client app is designed as a client-server. The results from the classification performed by server are sent to the client which shows it to user.

As the technology for the channel a LAN multicast stream is used at 224.0.0.128:12345. The main advantage in comparison to unicast is a support of multiple clients.

5.3 Visualizer

Client app called *Visualizer* is written in *Python3* and graphical library *Tkinter*. This choice was made with portability of the program taken into consideration. The design of user interface is described in chapter 7.

Chapter 6

Experiments

Unit tests were created to verify the program components. It uses *Boost.Test*, framework for creating unit tests which is part of *C++ Boost* library set. The testing program placed in folder *collector/tests/* is linked with *collector* transformed in static library.

Metodika a vysledky. Muze zahrnovat i matematicke dukazu, postupy...

Interpretace vysledku a moznosti nasazeni v praxi.

HW narocnost – CPU, pamet, chovani pri paralelizaci apod.

Chapter 7

User Interface

Description of visualizer

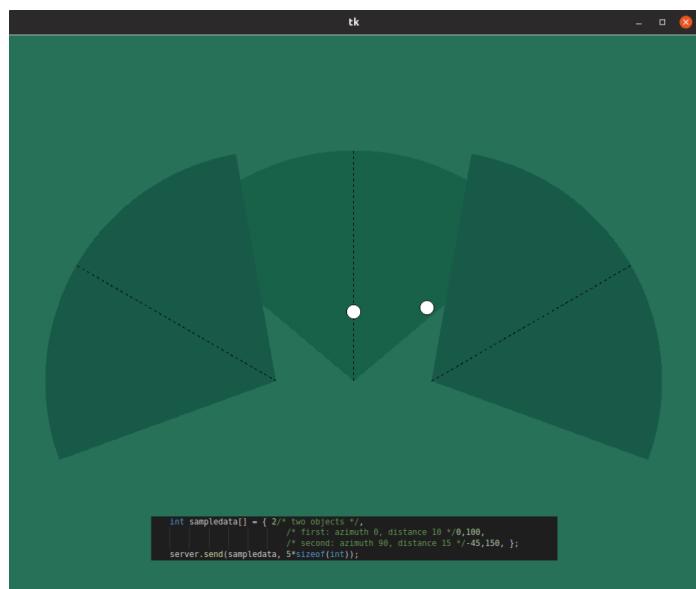


Figure 7.1: Visualizer prototype with sample data. *Will be replaced.*

Chapter 8

Conclusion

Shrnuti zameru prace. Zhodnoceni splneni (i formálnich bodů).

Zhodnocení z pohledu dalsího vývoje. Co se nestihlo (a dalo by se jít).

Bez odkazu do textu / literatury. Zadne nové poznatky, císla a grafy.

Pekný postřeh k práci (co jsem se naučil).

Vyhled do budoucna, rozdelení na části.

20 stranek SEP, 40 bakalárka.

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Appendix A

PIR signal recording

The movements that data shows were prepared in several directions and the type of movement can be read from the figure captions.

The trajectories are concentrated circles with sensor in center and radius values 3 m, 6 m, 9 m and 12 m. The direction is either left-to-right (LR) or right-to-left (RL). The workplace is shown in the figure A.1.¹ The movement was recorded multiple times.

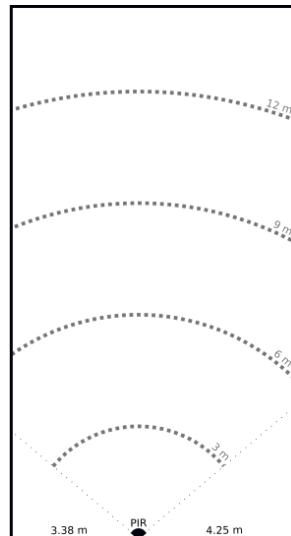


Figure A.1: Measurement workplace.

Other cases are recorded as well: person walking towards (*C_BF*) or walking away (*C_FB*) from the sensor and no movement (*E*).

¹For example *6m_RL* is movement 6 m from sensor right-to-left.

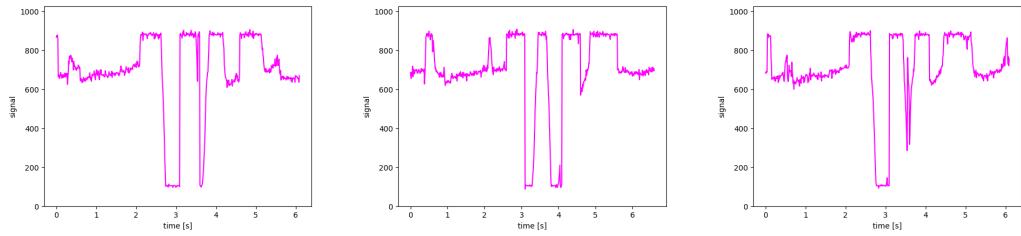


Figure A.2: 3m_LR.

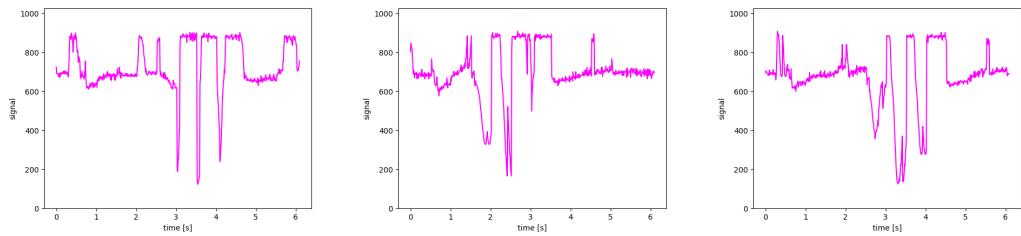


Figure A.3: 3m_RL.

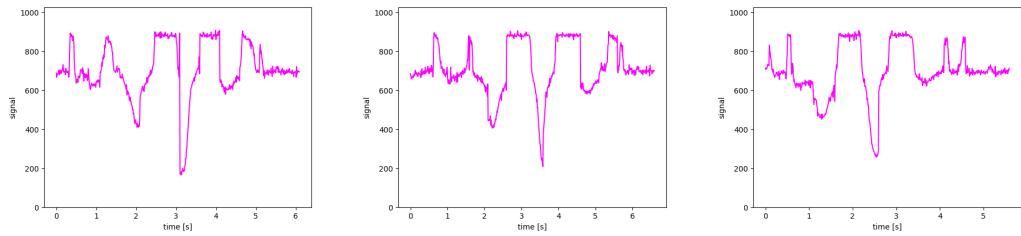


Figure A.4: 6m_LR.

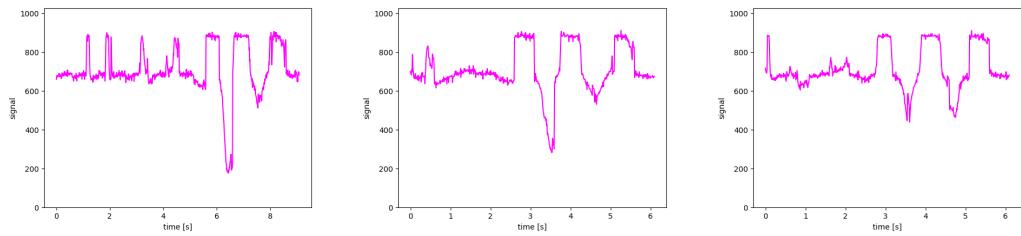


Figure A.5: 6m_RL.

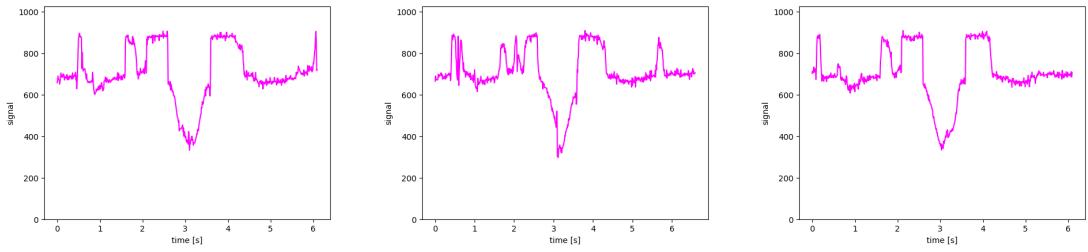


Figure A.6: 9m_LR.

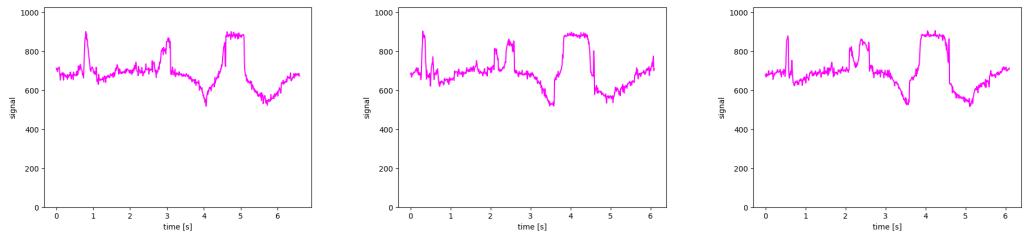


Figure A.7: 9m_RL.

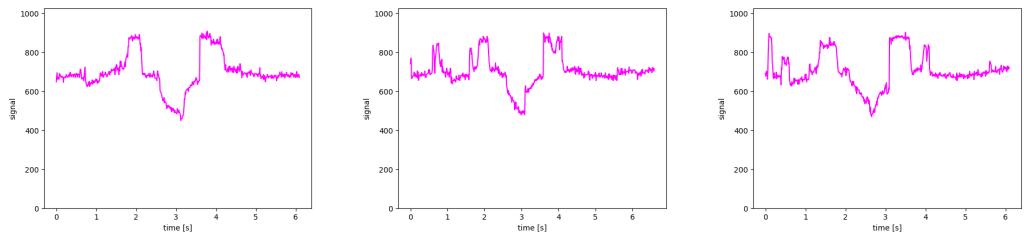


Figure A.8: 12m_LR.

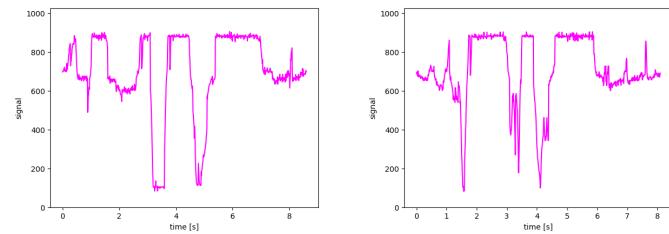


Figure A.9: C_BF.

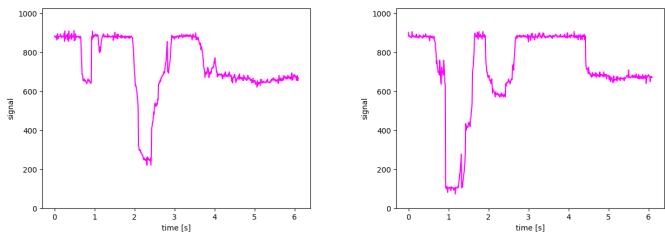


Figure A.10: C_FB.

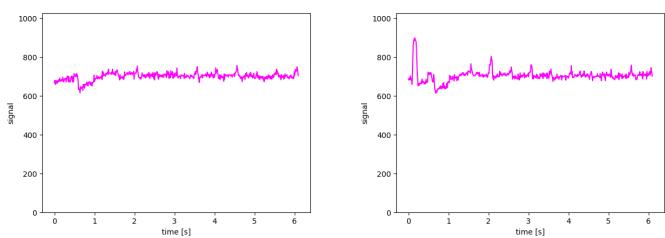


Figure A.11: E.